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MODERN AUCTION
IN TEN LESSONS
REVISED EDITION
INCLUDING
THE NEW LAWS OF 1920

GRACE G. MONTGOMERY

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AUCTION IN TEN LESSONS

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Published November, 1912

Reprinted April, 1913

Revised Edition

Published March, 1914

MODERN AUCTION

Copyright, 1915, 1918, 1919, 1920, by
CHARLES SCRIBNER'S SONS

Published December, 1915

Reprinted February, March, 1916

Revised Edition

Published January, 1918

Reprinted April December, 1918; January,

April, July, September, 1919

Revised Edition

Published January, 1920

Reprinted twice in January, February,

March, May, 1920

Revised Edition

Published November,

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**I DEDICATE THIS LITTLE BOOK
TO MY PUPILS
FOR WHOSE HELP AND GUIDANCE
I HAVE WRITTEN IT
AND IN REMEMBRANCE OF
THE MANY PLEASANT HOURS WE HAVE
PASSED TOGETHER**

PREFACE

IN adding the 1920 laws of the Whist Club of New York, and before my little book goes into its new printing this autumn, I have gone carefully over the text to see wherein I could improve or strengthen it in any way. But since my revision two years ago there have been few changes in the principles of the game, and the only development, if any, has been toward conservatism in the original declarations—*i. e.*, stronger No-Trump, Spade, and Heart declarations—as nothing makes for better team-work between Partners than confidence in the soundness, and the correct inference to be drawn, from the initial bid.

I have laid particular emphasis on the difference in the message conveyed by a major or minor suit—the importance of the pre-emptive bids, when the hand is sufficiently strong to admit of them—and the over-bid of the Partner's No-Trump, when Second Player has passed, with a comparatively strong hand only. These points

are not new ones, but they are now more clearly understood and accepted by the best Players, and if consistently used result in good Partnership co-operation, without which no successful play is possible.

I have added a description of an interesting three-handed game of Auction which has been brought to my notice. It embodies many of the principles of the parent game, and forms a pleasant diversion when three Players only are available.

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MODERN AUCTION
IN TEN LESSONS

FIRST LESSON

OPENING DECLARATION BY THE DEALER

What should influence the Dealer in making the opening declaration?

The strength of his hand and the distribution of the high cards.

But should his hand contain no particular strength?

Then he has the privilege of declaring "No-Bid," and the declaration passes to the Second Player. If all four Players pass, the hand is abandoned and the next Player deals, nothing being scored for either side.

Examples of "No-Bid" Hands

♠ K 8 5 3 2	♠ 8 6	♠ Q 6
♥ 8 5 4	♥ J 10 7 5 2	♥ 10 5 4
♦ J 3	♦ A 8 5	♦ Q 10 5 4 3
♣ 10 4 2	♣ Q 3 2	♣ J 10 6

With what strength should a "One-Club" declaration be made ?

The Club suit has come to play an important part in the bidding, for it can now be used either to give information of high cards in that suit (an assisting hand for a better make), or, it can mean both length and strength in the suit.

What should guide the Declarer in making the "One-Club" declaration ?

The state of the score. At a love score a "One-Club" may be declared with only four cards to the Ace-King, or Ace-Queen-Jack, or King-Queen-Jack, with a sure trick in another suit. Such a hand holds too valuable an assistance toward a better make not to be shown. The Partner will make every effort to change the bid to one which takes fewer tricks to make game, and at that score should never credit the "One-Club" as a hand worth more than three tricks. If he does not hold enough high cards to make

a declaration, the Adversaries undoubtedly will, so there is little danger of the short high Club bid being left in.

Examples of "One-Club" Hands at a Love Score

♠ 5 4	♠ A 9 6 4	♠ 8 5 3
♥ 10 4 2	♥ 8 5 3	♥ A 10 2
♦ K Q 10 6	♦ J 4	♦ 9 8 5
♣ A K 6 4	♣ K Q J 3	♣ A Q J 6

How is the "One-Club" bid further influenced by the score?

If the score is advanced to 18 or over the "One-Club" should never be declared unless holding both length and strength in that suit. It should indicate a hand worth five tricks (three of them being in the trump) for at that score it requires only two tricks in any declaration to make game, and the Partner will allow the bid to stand or raise it if necessary, playing for the sure game with this suit as trump.

Examples of "One-Club" Hands at an Advanced Score of 18 or Over

♠ 6 4	♠ J 10 2	♠ Q 8 2
♥ K Q 2	♥ 9 4	♥ 10
♦ 10 5 4	♦ K 8 5	♦ J 10 8 2
♣ A Q J 8 2	♣ K Q J 6 3	♣ A K 10 5 4

Must the Club suit be headed by high cards?

Always, at whatever state of the score. A Club should never be declared unless holding two quick tricks in that suit, *i. e.*, Ace-King, King-Queen-Jack or Ace-Queen-Jack, and a sure outside trick.

Why are the high cards so important if the suit is protected with length to the Queen or Jack?

Because the Partner will change the declaration to one of higher value, if his hand warrants it, relying on two sure tricks in the Club suit and one outside trick—in other words, an acceptable Dummy. Such tricks are not assured if the suit is only Queen or Jack high, for before such a suit is established it will probably be trumped, or in the case of a No-Trump declaration by the Partner the strong hand will probably be exhausted of the Clubs and have no way of putting the lead into the hand with the established length. With great length to Queen or Jack (that is, six or seven in all), the Clubs can be shown on the second round of bidding if it seems advisable. The Partner is not deceived then, and realizes that the suit has length without strength, for if

it had held the top Honors it would have been declared on the first round.

With what strength should a "Two-Club" declaration be made ?

With an *established suit*, i. e., six cards to the Ace-King-Queen or seven cards to the Ace-King, but with little else of value in the other suits. It is a hand which offers great assistance to any more valuable declaration or is sufficiently strong to fulfil the contract if left in. This declaration should never be made without established strength, for it tempts the Partner to a "Two No-Trump" make with protection only in two suits relying on *six* tricks in the suit called. To declare "Two-Clubs" on a suit headed by the King-Queen-Jack or Ace-Queen-Jack, even with an outside Ace, often proves very disastrous, for, if the Partner goes to a "Two No-Trump" on the strength promised, the leader often forces the outside Ace before the Club suit can be established, and under such circumstances the No-Trumper has little chance of success.

Examples of Original "Two-Club" Hands

♠ 10 2
 ♥ Q 4
 ♦ 8 5 3
 ♣ A K Q 8 6 4

♠ 4 2
 ♥ 10 3
 ♦ 8 4
 ♣ A K 9 8 6 4 2

Is it ever wise to declare "Three" or "Four" Clubs originally?

Yes, if the hand is good *only*, played with that suit as trump, and holds the requisite strength to fulfil the contract.

Such a hand is, usually, a "two-suiter," that is, great length and strength in the trump and an outside suit, either established or one which can be established in one round. Such a hand must hold two very short suits, which would be dangerous as an assisting hand for a No-Trump make. This information is conveyed to the Partner by the bid of "three" or "four," and he either lets the declaration stand or increases it if necessary.

There is another combination of cards which makes for interesting bidding such a hand as—

♠ ——— ♥ A 5 2 ♦ A K Q J ♣ A Q J 6 5 4

If a No-Trump is declared on these cards, the long Spades may be with the Leader, and if the score is "love," and in his favor, he will pass, and lead

them to the defeat of the No-Trumper. Now if the original Declarer bid "Four Clubs" (which number of tricks he holds) at once, it is improbable that the Leader or his Partner will hold so strong a hand as to be able to declare "Four Spades" without knowledge of the others' holdings.

If the Club suit in the original hand be one Card less, and the Hearts one more, a high Club make would be very unsound—the strong trump-hand can be forced to trump on the Spades, which with only five trumps is a dangerous position.

With such holdings an original No-Trump is the soundest declaration (for so strong a hand must be shown), with the hope that the Partner will change the declaration if he cannot protect the Spades.

Examples of Original "Three" and "Four" Club Hands

♠	4
♥	J
♦	K Q J 8 8
♣	A Q J 8 8 8

♠	—
♥	5 4
♦	A Q J 8 8
♣	A K Q J 8 2

With what strength should a "One-Diamond" declaration be made?

The same as with Clubs. A suit of four cards

including top Honors, if holding an outside trick, an assisting hand toward a better make, *but only to be declared at the beginning of the game with nothing on the score*. If the score is advanced to 18 or over, the same condition pertains as with Clubs, and the "One-Diamond" should never be declared unless holding a hand worth five tricks (three of them being in the trump) and the suit headed by either the Ace-King or King-Queen, a hand prepared to play that suit as trump.

Why are Clubs and Diamonds declared with the same strength?

Because both declarations require the same number of tricks to make game (five tricks over the book of six) and both declarations convey the same information to the Partner—helpful hands toward a better make in Partner's hand.

With what strength should a "One-Heart" declaration be made?

On any declaring hand containing not less than four tricks (better five), with three of them in the trump suit. This declaration implies a desire to play the Heart as trump and discourages any other declaration by the Partner provided he

can give assistance to the Heart make. It is now an established fact that the Spade or Heart offers so much safer chance for game than any other declaration that any change of bid by the Partner shows either one or none of the suit declared, or great strength (four or five Honors) if the other major suit is declared, or four Aces if a "No-Trump" is the over-call.

Is it necessary to hold the Ace or King of this suit?

Of course it makes the hand stronger to hold these cards, but they are not absolutely necessary if the hand holds outside strength. A five-card suit headed by Queen-Jack-10 or six to Queen-Jack may be declared if the hand holds sufficient outside strength to compensate for the missing Ace and King. A four-card suit may be declared *only* when it contains the three top Honors.

Examples of "One-Heart" Hands

♠ 10 5	♠ J 6 4	♠ 6 4
♥ Q J 10 8 6	♥ A Q J 5 3	♥ Q J 9 5 4 2
♦ A Q 5	♦ A 5 2	♦ K Q
♣ K 10 2	♣ 10 8	♣ A 4 2

With what strength should an original "Two-Heart" bid be made?

To make an original bid of "Two-Hearts" the hand must be worth at least *six* tricks and hold *six* trumps, including high Honors, for the Declarer is usually left in with his bid, as it is a warning to the Partner to allow the declaration to stand.

Why is such length in the trump necessary if the suit is headed by high Honors?

The trumps must be sufficiently long to stand being forced to trump (for such a hand usually holds a short suit) and yet retain enough trumps to exhaust the Adversaries of them, for by the high bid the Declarer has taken the responsibility of the contract and must be sure of fulfilling it with only average assistance from the Partner.

Examples of Original "Two-Heart" Hands

♠ 8 5
♥ K Q J 8 5 4
♦ A 5 4
♣ Q 2

♠ 8
♥ A Q J 10 5 4
♦ J 5 4
♣ K Q 8

♠ 6
♥ Q J 10 9 6 5 3
♦ A 8 2
♣ 10 5

Is it wise to make an original declaration of "Three-Hearts"?

Yes, and it should always be done with the necessary strength. To declare "Three-Hearts" the hand should hold at least *seven* tricks and *seven* trumps, including high Honors, with a practical surety of making game with slight assistance from the Partner. This bid is particularly efficacious if the hand is weak in Spades, for a Heart declaration can be over-called in Spades without increase of contact, consequently a Heart hand with Spade weakness should be bid to the limit of its capacity to make it as difficult as possible for the Opponents to show their holdings in that suit.

Examples of Original "Three-Heart" Hands

♠ 5
♥ A Q J 10 9 8 3
♦ Q 4
♣ A 10 2

♠ 9
♥ K Q J 10 8 2
♦ A Q 8
♣ K 10 4

For what reasons are these pre-emptive bids made?

To prevent the Opponents from showing each other their suits and as a warning to the Partner

not to change the make. It usually happens with a Heart suit of sufficient length and strength to warrant a pre-emptive bid that the hand is very short in another, which may be held by the Adversaries, but so divided that neither dares to make a declaration of "two" or "three," ignorant of the Partner's holdings. A game is often won by thus preventing the Adversaries from gaining the knowledge of the combined strength of their hands, which, had they possessed it, might have enabled them to outbid the original make and arrive at a game-winning declaration.

A pre-emptive bid in Spades or Hearts is always an admission of weakness in some suit, for if the hand is a generally strong one a bid of "one" is sufficient. A hand well protected in all suits, if over-called by the Adversary, can always be raised, and if pushed too far, it holds great possibilities for doubling.

With what strength should a "One-Spade" declaration be made?

The same as with Hearts. A hand worth four tricks (better five), with three of them in the

trump suit. This declaration shows a desire to play the suit as trump and discourages a change of bid by Partner.

Examples of "One-Spade" Hands

♠ A Q J 8 4	♠ Q J 10 9 5	♠ K Q 8 5 3
♥ 10	♥ A 10 4	♥ Q 5 4
♦ A 5 4	♦ K 8 5	♦ A 4
♣ J 8 3 2	♣ 3 2	♣ 10 6 4

Do the same reasons pertain for making the original declarations of "Two" and "Three" Spades as in Hearts?

Just the same. These two suits are bid with the same length and strength, as they both require the same number of tricks to make game and both show a desire to *play the suit as trump*.

Examples of "Two" and "Three" Spade Declarations

♠ K Q J 8 3 2	♠ Q J 10 8 5 4 2
♥ 6 5	♥ —
♦ A Q 4	♦ A K
♣ 4 2	♣ J 10 5 3

What strength is required to declare "One No-Trump" ?

A hand holding four Aces, always. Three Aces only when bidding to the score, a second Honor in one of the Ace-high suits is otherwise necessary. Two Aces with another protected suit. One Ace with two other suits, King high, or holding a long suit that can be easily established, and a third suit protected.

What is the minimum strength on which a "One No-Trump" can be declared?

Three tricks, with a possible fourth—but these tricks must consist of Aces and Kings and protect three suits.

Examples of "One No-Trump" Bids

♠ A K 3 2	♠ A Q 6	♠ A J 5 4
♥ J 8 5	♥ K Q 5	♥ K J 3 2
♦ A 3 2	♦ Q J 10 3	♦ 5 4
♣ A 6 3	♣ 10 8 4	♣ K Q 2

Is there not danger of so weak a hand being defeated ?

Yes, if left in without any assistance from the Partner, but it is an inviolable rule that, should

the Partner not hold the requisite strength to assist the No-Trump make, he changes the bid.* Another great advantage of the No-Trump declaration is that it gives the Partner definite knowledge of these four tricks in three different suits, should he wish to change the make.

Is it essential that any particular suit be guarded?

Not absolutely, but it makes the hand very much stronger if the Diamonds and Clubs are protected, for if the Leader holds either established Clubs or Diamonds, or a suit that can be established and a re-entry, he will not declare it, but will use his advantageous position as Leader to play them out and thus defeat the Declarer's contract. This play is particularly strong at a love score, for it takes so many tricks to make game at either Clubs or Diamonds (five tricks over the book of six) that it is far more profitable to defeat the contract, even by one trick, than win two or three below the line but fail of game—the intermediate tricks being of so little value in auction.

* See lesson on "Declaration by Third Player."

Must a No-Trump hand contain Aces?

Not if all four suits are protected by high Honors.

Examples of "One No-Trump" Hands without Aces

♠ K Q 5 4	♠ K 6 2	♠ Q J 10 5
♥ Q J 10	♥ K Q 5 4	♥ K J 4
♦ K J 4 3	♦ Q 8 3	♦ K Q 5
♣ K 8	♣ K Q J	♣ K 10 2

Is it advisable to bid "One No-Trump" at once whenever the strength of the hand justifies it?

Yes. While the No-Trump declaration is not the all-powerful one it was formerly, it still possesses many advantages. It requires fewer tricks to make game (only three over the book of six being necessary). It forces the Adversary to a two-trick call, and, above all, it is now doubly valuable not only as a game-maker but as an informatory bid, showing an assisting hand. In changing or increasing this bid, the Partner should never credit it with more than three tricks, with a possible fourth, the minimum number required for the declaration. If a hand, however, contains a strong Heart or

Spade make, it should always be declared in preference to a No-Trump—it takes only one more trick to win the game and is a far safer and surer declaration toward achieving that object.

What inferences should be drawn from the opening declaration?

First.—That a “No-Bid” declaration may mean a worthless hand or may mean an assisting one, without sufficient strength in any suit to declare it or enough general protection for a No-Trump.

Second.—That a “One-Club” or a “One-Diamond” declaration may mean a four-card suit headed by Ace-King with outside assistance, a helpful hand for a better make, or it may indicate a five-card suit including high Honors sufficiently strong to play as trump, these references being drawn by the state of the score.

Third.—That a “Two-Club” or a “Two-Diamond” declaration offers the Partner an established suit of six cards to the Ace-King-Queen or seven cards including the Ace-King toward any better make, an ability to fulfil the contract if left in.

Fourth.—That an original “Three” or “Four” Club or Diamond declaration warns the Partner that the hand is dangerous for any other make and shows a powerful two-suit hand, with probability of making game at the score.

Fifth.—That a “One-Heart” or a “One-Spade” declaration shows a desire by the Dealer to play the suit as trump and discourages any change of bid by Partner.

Sixth.—That an original “Two” or “Three” Heart or Spade make warns the Partner not to change the bid and indicates a hand worth six or seven tricks and great length and strength in the trump—a hand that should make game with average assistance from the Partner.

Seventh.—That a “One No-Trump” declaration shows protection in three or four suits—a hand worth three tricks, with a possible fourth, at least, in Aces and Kings.

SECOND LESSON

DECLARATION BY SECOND PLAYER

If the Dealer has made "No-Bid," what should govern the Second Player's declaration?

The same rules as if he were the Dealer, only he has the advantage now of knowing that one of the Adversaries is fairly weak. If, however, his hand does not justify a sound declaration he should pass.

If the Dealer has declared "One-Club" or "One-Diamond"?

The Second Player should bid "One No-Trump" if he holds a guarded Honor in the suit declared and has strength in two other suits, but if his No-Trump is a light one it is much wiser to pass and await further bidding. Should he, however, hold a good suit, it is better to announce it at once, hoping, with average help from his Partner, to make his contract, or as an indication

for his Partner's lead should the Third Player declare No-Trump.

If the Dealer has declared "One-Heart" or "One-Spade"?

Then the state of the adverse score governs the Second Player's announcement materially. The declaration shows a desire to play the suit as trump, and if the Adversaries are apt to win the game at either bid every effort should be made to thwart them, and the Second Player should bid his hand to the limit. This is especially sound if holding enough possible winners to stand a chance of breaking the Opponents' contract should they increase their bid.

Should a light No-Trump be declared in this position?

Not with a hand holding less than five tricks, one of which is a sure winner in the adverse trump bid.

Why is it dangerous to declare "One No-Trump" without protection in the Opponents' suit if the rest of the hand should justify it?

DECLARATION BY SECOND PLAYER 21

The danger of such a bid lies in the fact that the Partner takes for granted the protection in the Adversary's suit and (on that assumption) will raise the bid if necessary to "Two No-Trumps" on an average supporting hand. Without this necessary protection in either hand loss is sure to follow.

But if the Second Player holds a hand well protected in three suits but with insufficient length to declare any of them, his only weakness being in the Dealer's call, how is he to show this strength to his Partner ?

A convention now used covers this situation and is fully explained in the lesson on "Doubling."

Should a good trump hand be declared over a "One No-Trump" bid by the Dealer ?

Very seldom except to score. If the score is 18 or over in the Second Player's favor, and he holds a Trump Declaration on which he would have bid originally, with sufficient outside strength to be reasonably sure of making game with only average assistance from Partner (a hand worth six tricks), then it is wise to declare it.

But at a *love score* it is very doubtful policy to show a Trump hand, sitting as Second Player over a No-Trump Declaration, for it requires so many tricks to make game that the better plan is to pass and use the valuable position of Leader to defeat the No-Trump.

There are hands, however, so badly balanced that they are powerless against a No-Trump, and should be declared and played as a Trump hand if possible—for instance, a hand holding a seven-card suit to the Ace-Jack-10 in Spades or Hearts; with a Singleton in another suit, or a long unestablished suit with no sure re-entry—both these hands should be shown, for if they are passed and played against the No-Trump, by the time the long suit is established the Partner will be exhausted of them, and with no re-entry there is little chance of bringing them in.

Examples of Trump Hands which should be declared over a "One No-Trump" Declaration at a score of 18 or over—better to pass at love score

"TWO-HEARTS"

♠	K 3 2
♥	A K 10 8 5
♦	Q 3 2
♣	J 4

"TWO-SPADES"

♠	K Q J 6 5
♥	Q 5 3
♦	8 4 2
♣	A 3

Examples of Hands on Which It Is Better to Pass and Defeat the "One No-Trump" Declaration at a Love Score

♠ 4 2
 ♥ 8 4 2
 ♦ A K Q 8 5 3
 ♣ 10 4

♠ A 5 2
 ♥ 5 3
 ♦ 6 4
 ♣ A Q J 9 5 3

Should moderate trump strength ever be declared over a "One No-Trump" bid by Dealer?

Only on the Rubber game, for this declaration is always a forced one (calling for a "two-trick" bid), and unless the Partner holds more than average strength the contract is very likely to be defeated. The usual object of such a call with many Players is to force the Adversary to a "Two No-Trump," but such practise is both dangerous and futile. In the first place, the declaration may be doubled, and in the second, if the opponents raise their No-Trump bid, the hand does not hold the cards to defeat them.

What is a "forced declaration"?

One which, owing to a previous declaration, is higher than it would have been had it been made

originally. A bid of "Two-Diamonds" over a "One-Heart" call is a forced declaration, as the Player is forced to a two-trick contract to overbid the Heart. All trump makes over a "One No-Trump" bid are of themselves "forced calls."

What inferences should be drawn from the Second Player's declarations?

First.—That when he declares "One No-Trump" over any trump announcement it shows protection in that suit.

Second.—That when he makes a suit declaration over a "One No-Trump" call it shows a hand strong enough to make the winning of the game possible or to defeat the Adversary should he increase his bid.

THIRD LESSON

DECLARATION BY THE THIRD PLAYER

If the Dealer has declared "No-Bid" and the Second Player has passed, what should govern the Third Player in making his declaration?

The strength of his hand.

With any sound declaration he should always bid, for, while his Partner's hand may not be an attacking one, it may be an assisting one, but with a doubtful make it is wiser for him to pass.

Should a light No-Trump be declared in this position?

No; with declared weakness in the first two hands, strength must lie beyond with the Fourth Player and a strong No-Trump is necessary—a hand worth at least five tricks.

It is far safer when the hand is only moderately strong to show a good suit to direct the lead in case the Fourth Player wins the declaration with "One No-Trump."

Examples

THIRD PLAYER'S
"ONE NO-TRUMP" BID
OVER DEALER'S
"NO-BID,"

♠ A 10
♥ 9 5 4
♦ A K 4 3
♣ K Q 8 5

THIRD PLAYER'S
"ONE-DIAMOND" BID
OVER DEALER'S
"NO-BID"

♠ Q 10 8
♥ 9 5
♦ A Q J 8 3
♣ A Q 2

If the Dealer has declared "One-Club" or "One-Diamond" and the Second Player has passed?

Then the Third Player should change the bid (if he can do so) to one of a higher value, taking fewer tricks to win the game—relying on the Dealer for sure tricks in the suit he has called.

With strength in two of the other suits, "One No-Trump" should be declared, but, holding only a fair hand, with some assistance in the trumps, the original announcement should be allowed to stand, particularly at a score of 18 or over.

Examples

THIRD PLAYER'S
"ONE NO-TRUMP" BID
OVER DEALER'S
"ONE-DIAMOND"

♠ Q 10 6
♥ K Q 5
♦ 8 3 2
♣ A Q 4 3

THIRD PLAYER
PASSES
DEALER'S
"ONE-DIAMOND"

♠ A 10 3 2
♥ Q J 4
♦ Q 5 3
♣ 9 8 6

THIRD PLAYER'S
"ONE-SPADE" BID
OVER DEALER'S
"ONE-CLUB"

♠ A K 10 4 3 2
♥ 10 5 4
♦ J 4
♣ Q 8

If the Dealer has declared "One-Heart" or "One-Spade" and the Second Player has passed?

The Third Player should rarely change the declaration.

This declaration is one which *discourages* rather than encourages a No-Trump bid by the Partner.

Any over-bid indicates but one, or none, in the original suit and great strength in the suit bid.

In the case of an over-bid of "One No-Trump," three strong outside suits are indicated, or a hand holding four Aces.

Should the Third Player ever increase his Partner's original bid if the Second Player has passed?

If holding a guarded Honor in the trump declared, with a singleton, or void of a suit,* and some good outside cards, it is good policy to increase the contract to within one of the capacity of the hand *at once*. If the Fourth Player holds a declaration in the suit that is short in the Third Player's hand, as the bidding would indicate, the increased contract may make it impossi-

* See lesson on "Court of Assisting Hand."

ble for him to show his holdings with no knowledge of his Partner's hand. This increase of the Partner's original bid *at once* often saves a game-making declaration, which otherwise could have been out-bid by the adversaries had they been allowed to show the combined strength of their cards.

Example of Hand with Which the Third Player Increases His Partner's Declaration When Second Player Has Passed

		♠ ——— ♥ J 9 7 6 5 4 ♦ Q 8 5 3 ♣ K 7 4			
♠ A 10 4		3d PLAYER		♠ K Q 6 5	
♥ K 3		2d PLAYER	4th PLAYER	♥ ———	
♦ J 10 9 2				♦ K 7 6	
♣ 10 8 5 3		DEALER		♣ A Q J 9 6 2	
		♠ J 9 8 7 3 2 ♥ A Q 10 8 2 ♦ A 4 ♣ ———			

Dealer, "One-Heart." Second Player, "No."
 Third Player, "Three-Hearts." Fourth Player, "No."

Dealer, "One-Spade." Second Player, "No."
Third Player, "Three-Spades." Fourth Player,
"No."

As it was, with the Third Player's over-bid, the Fourth Player could not make an initial bid of "four" without any knowledge of his Partner's holdings. In consequence, the Dealer won the declaration and game.

Why is a "One-Heart" or "One-Spade" declaration a discouragement to the Partner to bid No-Trump?

Because it takes but one more trick to make game with Hearts or Spades than with No-Trumps, and if the Partner holds some assistance in the Hearts or Spades, and some outside strength, the game is assured; whereas, at No-Trump a finesse may go wrong, or an Honor be played through, and thus a whole suit be brought in against the make.

If this system of play were always followed, many games would be won that are now lost by changing the Partner's Heart or Spade make to a No-Trump. The stronger the assisting hand, just so much more likely is the original Spade or Heart declaration to make game.

Examples

THIRD PLAYER
PASSES
DEALER'S
"ONE-HEART"

♠ K 10 8
♥ J 3 2
♦ K Q J 4
♣ A 3 2

THIRD PLAYER'S
"ONE NO-TRUMP" BID
OVER DEALER'S
"ONE-HEART"

♠ K Q 8 6
♥ 6
♦ A J 4
♣ Q J 10 5 3

THIRD PLAYER
PASSES
DEALER'S
"ONE-SPADE"

♠ J 9 7
♥ A K 10
♦ Q 8 4 2
♣ A K 7

DECLARATION BY THIRD PLAYER 31

If the Dealer has declared "One No-Trump" and Second Player has passed?

The Third Player allows the declaration to stand, with a hand holding three protected suits, unless he holds a Spade or Heart make on which he would have declared originally, then he should *always* bid the suit, irrespective of the strength or weakness of the rest of his hand, leaving it to his Partner's judgment to increase his own No-Trump contract, or to leave the suit make in, as a safer attempt at game.

Examples

THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-SPADE" BID OVER DEALER'S "ONE NO-TRUMP"	THIRD PLAYER'S "TWO-HEART" BID OVER DEALER'S "ONE NO-TRUMP"
♠ 4 2	♠ K Q J 10 6	♠ 7
♥ A K Q 8 4	♥ 6	♥ A Q J 8 5
♦ Q 5 3 2	♦ A 5 3	♦ Q 8 3
♣ K 2	♣ Q 8 4 2	♣ K 2 4 2

But if the Third Player's hand holds two unprotected suits?

Then he should over-bid with a Heart or Spade suit, if it has five cards including two Honors—or six cards without an Honor. The old system of taking out the Partner's No-Trump bid

(when the Second Player has passed) with weakness, that is, five cards including one Honor, has proved to be a losing declaration.

If the original No-Trumper is a comparatively light one, and the Second Player has passed, the Third Player should realize, if he holds poor cards, that the preponderance of strength must be in the Fourth Player's hand. This Player will often declare (if the Third Player passes) to indicate a lead to his Partner, hoping that the original No-Trump declaration will be increased. In this position, if the Dealer's No-Trump is a light one he can pass, and with what good cards he may hold will often save the game. This policy is a very much safer one than the over-bid by the Third Player, with a very weak hand—for with the over-bid the Fourth Player will probably remain quiet and use his good cards to break the increased contract.

Examples

THIRD PLAYER'S
"TWO-HEART" BID
OVER DEALER'S
"ONE NO-TRUMP"

♠ J 10 2
♥ Q 10 7 4 3
♦ 8 5 2
♣ 9 8!

THIRD PLAYER'S
"TWO-CLUB" BID
OVER DEALER'S
"ONE NO-TRUMP"

♠ 6 4
♥ Q 10 5
♦ 8 6
♣ Q 9 8 5 3 2

THIRD PLAYER'S
"TWO-DIAMOND" BID
OVER DEALER'S
"ONE NO-TRUMP"

♠ 8 7
♥ 8 5 4
♦ 10 8 6 5 3 2
♣ 5 2

Is it not dangerous to make a two-trick contract on a five-card suit, even with two Honors if the hand is otherwise trickless?

Not so dangerous as leaving in a "One No-Trump" make that may be a light one.

The No-Trump declaration by the Dealer is such a desirable one that it is often made on the minimum strength (three tricks, with a possible fourth), relying on average assistance from the Partner.

Not holding this assistance it is much safer for the Third Player to indicate his weakness by declaring either Hearts or Spades, if holding a suit of five cards, including two Honors, or six cards without an Honor—with less strength or length than this the suit should not be shown. The Diamonds and Clubs, however, should not be declared on less than six cards (with or without Honors) and when declared, indicates a hand void of entries, and the suit unestablished. If the suit is headed by the Ace it should not be bid, as such a suit might prove of assistance to the Partner's No-Trump.

The final declaration is then left with the

Dealer, whether to accept or to ignore this warning.

If the Third Player's hand is a worthless one and holds no five-card suit with two Honors ?

Then he must pass, for an increase of contract on such a hand is unwise.

Hands with Which an Original No-Trump Should Be Passed by Third Player

♠ Q 4	♠ 7 6 5	♠ 10 4 2
♥ Q 10 4 3	♥ 10 4 3	♥ 9 6 4
♦ 8 6 5 2	♦ K 8 4 2	♦ 8 5
♣ J 8 3	♣ 8 3 2	♣ Q 8 4 3 2

How is the No-Trump Declarer to know whether his Partner's trump over-call indicates a strong or a weak hand ?

If the over-call has been made in Hearts or Spades, it is impossible for him to determine, but a Diamond or a Club announcement is a sure indication of weakness, for with Ace or Ace-King in either of these suits the Partner will allow the original declaration to stand, as with such assistance the game is very much more likely to be won at No-Trump than with a suit bid which requires eleven tricks to reach the same goal.

What determines the Dealer in returning to his No-Trump declaration after the trump over-call by his Partner ?

If the over-call has been declared in Hearts or Spades *the Dealer should allow the declaration to remain.* The over-call has indicated that the partnership interest will best be conserved by the trump declaration (whether from strength or weakness), and a longer experience has shown that either of the major suits offers a safer chance for game than a No-Trump declaration and takes but one more trick to make it.

If holding but *one* or *none* of the Hearts or Spades declared by the Partner, a return to the No-Trump would be advisable, for if the trump declaration is one of weakness, and should contain but five trumps, including two Honors, the adversaries would hold the majority and loss would surely follow. The "Two No-Trump" declaration does not increase the contract and the chances for making it are much greater than with short trump holdings.

Does the same argument hold good when the over-call has been made in either Diamonds or Clubs ?

Not entirely. If the score is 18 or over, the trump declaration should be allowed to stand as a safer attempt at game; but with a "love" score, and the over-call made in Diamonds or Clubs, the length and strength of the suit in the Declarer's hand should determine his decision. If holding *three* cards in the suit, enough to make good the unestablished length in Dummy, and with a five-trick original No-Trump declaration, the return to the No-Trump call would be wiser.

If holding high Honors only, the trump call should be left in, for if the Dummy holds no re-entries (as the over-call would indicate), the length may be blocked and the suit never be made.

If the Dealer has made a "One-Club" or a "One-Diamond" declaration and has been over-called by the Second Player, what governs the Third Player's bidding?

The strength of his hand and the protection he holds in the suit named by the Second Player.

If holding a well-guarded Honor in that suit and strength in another, he should not hesitate to make a "One No-Trump" announcement, relying on his Partner to take care of his own suit.

DECLARATION BY THIRD PLAYER 37

If his hand offers no protection in the Adversary's make, but holds two tricks, and at least two cards of his Partner's suit, he should raise the bid, and continue to do so, with each additional trick his hand may hold.*

If the Dealer has made a "One-Heart" or a "One-Spade" declaration and has been over-called by the Second Player ?

Then the Third Player should raise the original bid if he holds the necessary strength.

Any change he may make indicates that his hand holds but one, or none, of his Partner's suit and also great strength in the suit to which he has changed.

How would the state of the score affect such a declaration ?

With a love score on the first game and the Dealer's "One-Spade" having been over-called by "Two-Clubs," the Third Player, holding considerable Club strength, should hesitate before raising the "One-Spade" make (unless with so strong an assisting hand that there is a good chance of making game).

* See Lesson on "The Count of an Assisting Hand."

It is very unlikely that the Opponents will win the game on their Club declaration, and there is a possibility of defeating them; but, let the score be in favor of the Opponents, and their contract, if fulfilled, mean game—then the Third Player should bid his hand to its capacity.

If the Dealer has made a "One No-Trump" declaration and has been over-called by the Second Player?

The Third Player should count his hand very carefully before raising this call.

Protection in the suit named by the Second Player, and another suit of considerable strength are absolutely necessary to increase this No-Trump call, for, to repeat again, original No-Trumps are often very lightly made.

What is sufficient protection in the Adversary's suit?

An Ace or King, with two or three small ones, or Queen, with three or four, if the over-call has been made by the Second Player, but strength in two other suits as well, must be held to justify a "Two No-Trump" call.

Example

THIRD PLAYER'S
 "TWO NO-TRUMP" BID
 OVER SECOND PLAYER'S
 "TWO-HEART" BID
 OVER DEALER'S
 "ONE NO-TRUMP"

♠ Q 2
 ♥ K 10 2
 ♦ A Q 4 3
 ♣ J 10 8 6

How is the Third Player to indicate a strong supporting hand without protection in the Adversary's suit?

By bidding two tricks in his most valuable suit.

This shows his Partner an assisting hand and the absence of protection in the adverse call.

This declaration should not be confused with the protective suit call made by the Third Player when his hand offers *little assistance* to the Dealer's No-Trump.

In the first instance, the Second Player has passed, and the responsibility of taking his Partner out of a losing make is left to the Third Player.

In the second instance, the Second Player has over-bid the Dealer's No-Trump, and there is no obligation for the Third Player to make any announcement unless he holds a strong hand and can assist his Partner toward a game-making declaration.

Examples

THIRD PLAYER'S
"TWO-HEART" BID
OVER SECOND PLAYER'S
"TWO-DIAMOND" BID
OVER DEALER'S
"ONE NO-TRUMP"

♠ Q 5 3
♥ A K 6 4 2
♦ 6 4
♣ K J 10

THIRD PLAYER'S
"TWO-DIAMOND" BID
OVER SECOND PLAYER'S
"TWO-CLUB" BID
OVER DEALER'S
"ONE NO-TRUMP"

♠ 8 2
♥ A 5 4 3
♦ K Q 10 4 2
♣ 5 4

What inferences should be drawn from the Third Player's declaration?

First.—That when he over-calls the Dealer's "No-Bid" with a "One No-Trump" it means a strong No-Trump hand, worth five tricks.

Second.—That when he allows a "One-Club" or a "One-Diamond" make by Dealer to stand it indicates that his hand offers no higher dec-

laration, otherwise he would change to one which requires fewer tricks to win the game.

Third.—That when he over-calls the Dealer's "One-Heart" or "One-Spade" bid it is an indication of weakness in the suit declared and also great strength in the suit in which he has over-called.

Fourth.—That when he over-calls the Dealer's "One No-Trump" bid with Diamonds or Clubs it indicates a weak hand, but an over-call in Hearts or Spades may be made from either strength or weakness.

Fifth.—That when he raises the Dealer's suit declaration, after an over-bid by the Second Player, it shows a hand worth two tricks at least.

Sixth.—That when he increases the Dealer's "One No-Trump" declaration, after an over-bid by the Second Player, it shows protection in the Adversary's call and a good assisting hand.

Seventh.—That when he changes the Dealer's "One No-Trump" declaration, after an over-bid by the Second Player, it shows an assisting hand without protection in the Adversary's suit.

FOURTH LESSON

DECLARATION BY THE FOURTH PLAYER

If the Dealer has declared "No-Bid" and the Second and Third Players have passed, what should guide the Fourth Player's declaration?

The game-making capacity of his hand.

If he holds a hand with which he thinks there is a fair chance of winning the game with average assistance from the Partner he should make a declaration, otherwise it is much wiser to let the deal pass.

Why should the Fourth Player pass with a fairly good hand even if it is not a game-maker?

Because it re-opens the bidding, and gives the Adversaries the opportunity of showing long weak suits on the second round of bidding, which otherwise they could not have done, and by so doing often arrive at game-making declarations.

If the Dealer has declared "No-Bid" and the Second Player has made a one-trick call and the Third Player has passed?

Then the Fourth Player's situation is changed materially.

He can rely on his Partner for valuable assistance in the suit he has called or the ability to play the trump he has bid.

The Fourth Player is now enabled to estimate the value of his hand as a game-winner and can declare accordingly.

What strength is necessary for the Fourth Player to declare "One-Club" or "One-Diamond" if the other Players have passed?

At a love score it would be necessary to hold an established suit, or a suit that could be established in one round with a sure card of re-entry—a hand that would be of valuable assistance to a No-Trump make by the Partner, for at that score there would be little chance of making game with Clubs or Diamonds as trumps.

As the Partner has passed, his hand must be a light one but may be protected in two suits,

sufficient to declare No-Trump if the Club announcement can be depended upon to yield five or six tricks. With a less powerful hand it is poor policy to re-open the bidding.

When the Dealer has declared "One No-Trump" and the Second and Third Players have passed?

Then the Fourth Player, with any five-card suit, which can be cleared on the first round, such as Ace, Queen, Jack, and two small ones, or Ace, Jack, 10, and two small ones, with an outside Ace, should always over-call, to direct the lead of the Partner should the Dealer win the declaration with his No-Trump bid.

By such a lead his suit is cleared before the entry card is taken out, and the game probably saved.

If the Dealer has declared "One No-Trump" and the Second Player has over-called with "two" in any suit, and the Third Player has increased with "Two No-Trumps"?

The Fourth Player should be very cautious about raising his Partner's bid.

A contract of "three" or "four" tricks is an almost impossible achievement against two No-Trump hands, and such a raise should never be made unless to the score.

For example: The score is 0-0, second game (first game won by Fourth Player and his Partner).

The Dealer has bid "One No-Trump."

Second Player, "Two-Hearts."

Third Player, "Two No-Trumps."

The Fourth Player should hesitate about raising the Heart bid to "three," even holding three tricks (which number is necessary to raise a forced bid such as the "Two-Heart" call).

The Adversaries surely hold a guarded Honor in Hearts with the outside strength of "Two No-Trump" hands as well, and it would be better to try and save the game rather than to run the risk of a defeated contract with no chance of making game on the Heart call.

If the score is 0-12 in favor of the Opponents on the Rubber game, and the bidding the same, the Fourth Player should increase his Partner's Heart declaration, with fair assistance, for if the Adversaries make their contract it means game

and Rubber, and it is better to suffer the loss of one trick than to lose all chance of winning the Rubber eventually.

What inferences should be drawn from the Fourth Player's declaration?

First.—That any declaration he may make after all the other Players have passed indicates a powerful game-making hand.

Second.—That if he declares "One-Club" or "One-Diamond" an established suit is indicated.

Third.—That when he declares two tricks in any suit over the dealer's "One No-Trump," it indicates his desire to have that suit led to him should the Opponents increase their No-Trump bid and thus win the make.

Fourth.—That when he increases his Partner's forced bid it shows at least three tricks in his hand.*

* See lesson on "The Count of an Assisting Hand."

FIFTH LESSON

THE COUNT OF AN ORIGINAL TRUMP HAND

If the Player wishes to make a trump declaration, by what method can he best estimate the number of tricks in his hand?

By taking as the basis for calculation that the cards of the different suits, which the declaring hand does *not* hold, are evenly divided between the other three hands—consequently, with length and high cards of a suit, there is every probability that he will lose but few tricks in clearing it. On this assumption, the Player holding a trump declaration may safely make it, as he will probably be able to exhaust the Adversary's trumps and then establish and bring in any side suits he may hold.

In what order should the hand be counted?

First, the trumps should be valued. Each Ace, King, or Queen, which the Player does *not* hold, should be counted out as a lost trick.

If the suit holds seven cards, headed by Ace and King, the adverse Queen need not be counted out, for it is a fair deduction that the leads of Ace and King will exhaust the Adversaries of that suit, thus making every card in the trumps a winning one.

Is the Jack ever counted out as a losing card?

Yes, the adverse Jack should be counted out as a losing card unless the suit is headed by the Ace and King. If the suit is of great length, *i. e.*, six or more, to the King and Queen, it can probably be established in two rounds and the Jack then need not be taken into consideration.

If the trumps include four Honors, an extra trick can be added to the value of the hand on account of their worth in the Honor column.

Examples of Counting Trumps

TRUMPS							WINNING CARDS	LOSING CARDS
A	K	8	5	4	3	2.....	7	0
A	K	6	4	3	2.....		5	1 Q
A	K	Q	J	2.....			6*	0
A	K	10	5	3.....			4	1 Q
A	Q	J	8	5	2.....		5	1 K
A	Q	6	5	3.....			3	2 K J
K	Q	9	5	4	3 2.....		6	1 A
K	Q	8	6	5	4.....		5	1 A
K	J	10	6	4.....			3	2 A Q
Q	J	8	5	3	2.....		4	2 A K
Q	J	10	3	2.....			3	2 A K

Are the side suits in a trump hand counted in the same way?

Yes, with the exception of the added value (of one trick) for the four Honors.

Can a missing suit or a singleton be counted as adding strength to a declaring hand?

Emphatically no.

It must *always be remembered* that a singleton or a missing suit, which is such an element of

* Add one trick for four Honors.

strength in an assisting hand, is a *menace* in a declaring one (unless the trump suit is of great length), as there is always danger in having the strong hand forced to trump.

This often leaves an insufficient number to exhaust the Adversaries' trumps and a possibility of the last trump being left with them, thus enabling them to bring in *their* long suit instead of the Player making *his*.

For this reason missing suits and singletons should be counted as elements of *weakness* rather than of strength when estimating the value of an original trump hand.

If the Player has made a trump declaration and has been over-called by the Opponents, how strong a hand should he hold to warrant an increase of his own suit?

If the over-call has been made on the Player's left and the Partner has passed, his hand can be credited with but one trick only,* so that any increase of the original make would be extremely dangerous with a hand holding less than *six tricks*.

* See lesson on "The Count of an Assisting Hand."

COUNT OF ORIGINAL TRUMP HAND 51

To justify a second raise, *eight tricks* must be held.

Examples of Counting a Trump Hand

HEARTS DECLARED

					TRICKS	
					WON	LOST
♠	10	5			0	2
♥	A	K	Q	6 4	5	0
♦	8	3			0	2
♣	A	10	8	2	1	3
					6	7

A hand which justifies a raise to "two" if necessary, counting on *one* trick from Partner.

					TRICKS	
					WON	LOST
♠	4				0	1
♥	K	Q	J	10 4	5	1
♦	A	Q	J		2	1
♣	8	6	4	3	0	4
					7	7

An extra trick is counted for four Honors, in trumps.

		TRICKS	
		WON	LOST
♠	3.....	0	1
♥	A K Q 5 3 2.....	6	0
♦	8.....	0	1
♣	A Q J 10 5.....	4	1
		10	3

A hand which can be raised to a bid of "four."

		TRICKS	
		WON	LOST
♠	Q J 5.....	1	2
♥	Q J 10 4 3 2.....	4	2
♦	A K.....	2	0
♣	5 4.....	0	2
		7	6

A hand which can be raised to "two" or to "three" if supported by Partner.

Is it wise to always bid exactly according to the value of a hand?

Usually, but there are times when it is better policy to over-bid the trick-taking capacity of a hand by *one trick*.

It is rarely advisable, however, to go further

than this, for, even with the most accurate counting of a hand, an unequal distribution of a suit may enable the Adversaries to establish a cross-ruff, and many more tricks thereby lost than it is possible to calculate upon.

What should govern this over-bidding of a hand?

The state of the score entirely.

If the Adversaries are a game in and their declaration seems likely to win the Rubber, it is good policy to over-bid the hand one trick, and the possible loss of 50 or 100 points should be cheerfully accepted rather than to allow the Opponents to win the game.

The habit of over-bidding a hand, however, cannot be too strongly condemned.

The greatest danger lies in the false information conveyed to the Partner, who, relying on the soundness of the original make, will support it to the capacity of his hand.

Heavier losses can be charged to this practise than to any other.

If these rules are followed, will they insure against losses due to incorrect bidding?

Not always, for unusual distributions of the cards cannot be calculated upon, and a hand will at times fall short by several tricks of its estimated value, and again may exceed it, owing to the location of the Adversaries' high cards.

If this system of counting is followed persistently, however, the Player will be rewarded by incurring fewer losses than if he bids only upon the good looks of his hand.

Then, in estimating the value of a trump hand, what order of counting should the Player follow?

First.—The number of winning cards in his trump suit.

Second.—He should add these to the winning cards in the plain suits.

Third.—Then add *one* from the Partner's hand, if he has *not* raised the original declaration, and *two* if he has.*

Fourth.—On the Rubber game he should overbid the hand by *one* point if the Adversaries are likely to make game on their declaration, but should *go no further than this*.

* See lesson on "The Count of an Assisting Hand."

SIXTH LESSON

THE COUNT OF AN ASSISTING HAND

If a Player has made a trump declaration and has been over-called by the Opponent, what should guide his Partner in raising his bid?

The number of tricks in his hand.

The Player when making his original declaration has counted upon *one trick* in his Partner's hand, as it is a very unusual distribution of the cards which will render a hand trickless, consequently a hand must be worth *two tricks* to justify a raise by the Partner, and he can re-raise on each additional trick his hand may hold.

Of what must these tricks consist?

Aces and Kings. The Queen of trumps even once guarded is considered a trick-taker, but all other Queens and Jacks must *not* be counted upon in this capacity.

When void of a suit (and holding two or three small trumps) two tricks may safely be counted

upon by ruffing, and a singleton (with two or more trumps) can be counted as worth one trick.

A singleton Ace is worth two tricks, one in itself and one by ruffing the second lead of the suit to which it belongs.

Is it advisable to raise with four or five trumps without some outside strength?

To increase with trump *length* alone is usually dangerous, as the trumps in the two hands are apt to fall together. Six trumps, however, may be counted as worth one trick.

The Ace, King, and Queen are counted as tricks (the two latter being sufficiently guarded), simple Honors may be counted as worth two tricks, but other trumps than these cannot be valued in that capacity.

If the hand contains a singleton or is void of a suit, low trumps are useful for ruffing, but then the raising capacity of the hand lies in its ability to ruff and not in the number of trumps it holds.

Then trumps are not necessary if the hand holds the requisite two tricks in the side suits?

Two trumps are absolutely necessary for a safe raise, and unless holding them (even with two outside tricks) the Partner should pass.

The usual holding of trumps for an original declaration is five, and unless the Partner holds two the Adversaries have the majority—a very dangerous distribution even with strong side cards.

If the Player raises his own declaration on the second round of bidding, then the Partner, even with a singleton trump, is justified in supporting him, holding strength in the outside suits, for the Player has shown a very strong hand, with a probable holding of six trumps.

Examples of Counting an Assisting Trump Hand

SPADES DECLARED

										TRICKS
♠	J	6	3							0
♥	Q	10	5	3						0
♦	K	J	5							1
♣	A	8	2							1
										2

This hand can raise once, as it is worth two tricks, but can go no further.

		TRICKS
♠	8 7 3 2.....	0
♥	8 7 6 3 2.....	0
♦	A K 4.....	2
♣	A.....	2
		4

This hand can raise three times as it is worth four tricks.

		TRICKS
♠	Q 8 3 2.....	1
♥	Q J 8 4.....	0
♦	J 9 4.....	0
♣	10 2.....	0
		1

This hand must pass as it holds but one trick, which the Partner has already counted upon.

		TRICKS
♠	J 8 5 3 2.....	0
♥	Q 6 5 4.....	0
♦	A 5 4 2.....	1
♣		2
		3

This hand can raise twice, holding three tricks.

Does the state of the score influence the bidding of an assisting hand?

No, for the duty of an assisting hand is to give an honest, accurate accounting of the tricks it holds with which to help the Partner's original declaration, leaving it to the Partner's judgment to over or under bid his own hand.

The assisting hand should be most careful in distinguishing between a *free* and a *forced* call by the Partner.

He should credit a forced call with no greater strength than would warrant an original one-trick bid, consequently he should never raise it unless holding *three sure tricks*—tricks, too, in suits that have not been shown on a previous call.

Example of Raising a "Forced Call"

Dealer bids "One-Heart." Second Player, "Two-Diamonds." Third Player, "Two-Hearts." The Fourth Player must credit his Partner with no greater strength than if he had made an original "One-Diamond" call (he being forced to call "Two-Diamonds" to show the suit at all), and if he raises this forced bid it must

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be with a hand worth *three tricks*, for he is practically raising a one-trick call to three tricks.

*What is the exact meaning of "tricks that have not been shown on a previous call"?*

If the Dealer has made an original declaration of "No-Bid" and Second Player passes, Third Player calls "One-Diamond," the Fourth Player, "One-Heart." The Dealer now declares "One-Spade" and the Second Player over-calls with "Two-Hearts."

The Third Player cannot now increase his Partner's Spade call with the tricks in his Diamond suit, for these have already been shown, and counted by the Dealer, when making his Spade declaration.

If holding strength outside the Diamond suit, of course a raise is permissible.

This point should always be kept in mind as it is just as important in raising a free as a forced call—*not to use the same material twice.*

*If the Player has made a "One No-Trump" declaration and has been over-called by the Opponents,*

*what should influence his Partner in raising his bid?*

It is difficult to raise the Partner's "One No-Trump" bid with the same degree of accuracy that can be done with his suit declaration.

Two tricks are still necessary for an increase, and these should consist of Aces and Kings, and a *guarded Honor in the suit declared by the Opponent.*

*Is a once-guarded King sufficient protection in the Adversary's suit?*

A King once guarded is counted as a trick, but thought should always be given before increasing the Partner's contract (either at trump or No-Trump), as to whether the suit to which the King belongs has been declared by the Adversary on the left; if it has been, it can be led through and lost.

*What inferences can be drawn by the Player when his Partner supports his trump call?*

*First.*—That on his first raise he shows *two* sure tricks and at least two trumps.

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*Second.*—That if he increases a second time *three* tricks are promised.

*Third.*—That on the third raise the hand holds *four* sure tricks.

*Fourth.*—That if the Partner passes, after an over-bid by the Opponent, his hand *denies* two tricks and only *one* can be counted upon with safety.

*Fifth.*—That if he increases a forced call three tricks are indicated in his hand

*Sixth.*—That if the Player's No-Trump declaration is increased by the Partner, a guarded Honor in the Adversary's suit is assured and a good assisting hand.

## SEVENTH LESSON

### THE GENERAL DECLARATION

*After the first round of bidding, what should influence further declarations?*

The second round of bidding shows the real ability of the Player, for it requires sound judgment, good card sense, and the correct drawing of all inferences from the previous bidding to decide wisely as to the next step.

Four courses are open to him if he has been over-called:

To increase his or his Partner's original declaration,

To change to another make,

To double the Adversary's bid, or

To pass.

The strength of the hand and the state of the score must be the guides in choosing which to follow.

*Is it better to bid for game or with the object of defeating the Adversaries?*

All the large Rubbers are made by the penalties acquired through the failure of the Opponents in fulfilling their contracts rather than by the trick points won.

If a Rubber is too quickly made it is bound to be a small one, whereas, if the Adversaries' declarations are nursed along and then defeated the points thus gained roll up into large figures; consequently, at certain states of the score it is more profitable to defeat the Adversaries than to make game.

*At what state of the score should this practise be followed?*

When the Rubber is not in jeopardy, that is, when the Player has won the first game.

At such a score, if his hand holds four or five cards to an Honor of the Adversary's trump bid, it is better to pass even if the rest of his cards should warrant a declaration.

With such strength as he holds, it is a certainty that the Opponents cannot go game, and a strong probability that he will defeat their contract.

This situation should be carefully considered for it is the controlling principle of all good bidding.

*Better to defeat the Adversary than to play for game, unless their declaration is dangerous at the score.*

*The above principle is calculating against the Adversary's bid when holding a strong hand, what should be the course when holding a doubtful one?*

To leave the Opponents in with their declaration, if they cannot go game, and let them make their contract, but bid to the capacity of the hand if the game or the Rubber is in danger with their make.

The intermediate scores are comparatively of so little importance in Auction that the chief consideration in making declarations is whether a hand is a game-winner (and should be bid for that purpose), or whether to use its strength for defeating the Adversary's contract.

These are the two vital points around which good bidding revolves, and the decision is always influenced by the state of the score.

*If the Dealer has bid "One No-Trump" and has been over-called by the Fourth Player with "Two Diamonds" — Dealer holding this hand — what should he do?*

|   |   |    |   |     |
|---|---|----|---|-----|
| ♠ | A | Q  | 8 |     |
| ♥ | A | 6  | 4 |     |
| ♦ | K | 10 | 8 | 7 6 |
| ♣ | 9 | 5  |   |     |

Pass, as his *only long suit* has been declared by the Opponents.

This renders it improbable that he will make more than one or two tricks in the suit, and the hand holds little else of value.

It is much wiser to use its strength toward saving game, or possibly defeating the Opponents, than to risk a doubtful "Two No-Trump," with little chance of making game.

*What strength is required to safely increase an original No-Trump bid over a trump declaration by the Opponents?*

Of course a protected Honor in the trump suit is absolutely necessary for the first declaration, but further increase is dangerous, unless holding

*two* stops in the Adversary's suit, or an established outside suit, where it is only necessary for the hand to get the lead to run it off.

With scattered strength and only one stop, in the adverse call, it is much wiser to pass and leave the raising to the Partner.

He will increase if he has the requisite strength, and unless he has, the combined hands do not warrant a two-trick call.

*Is it ever wise to bid as high as four or five tricks on a hand?*

There can be distributions of the cards which would make such a declaration comparatively safe.

A two-suit hand against a two-suit hand. Long, powerful trumps, a strong outside suit, and only one or two in the Adversary's bid—the losing cards can easily be counted.

Such a hand is practically invincible.

To account for this high bidding, the other two suits must be divided in the same way in the Opponent's hand, and an interesting position develops and spirited bidding is the result.

*Has the score any influence on such high bidding?*

Yes. *If the fulfilled contract of four tricks will not make game*, it is unwise to assume such a responsibility.

When bidding with Clubs or Diamonds as trumps, at a love score, unless the hand, in combination with the Partner's, will count up to five tricks (thus making game) it is injudicious to bid as high as "four."

*What is meant by the term "forcing up" the Adversary?*

It is to a certain extent calling above the true value of a hand, with the object of forcing the Opponents to a still higher call, then to either double or defeat their contract at the increased bid.

The two considerations which would justify this over-bidding are

*First.*—If the Opponents have made a call with which they will win the game should they fulfil their contract, and

*Second.*—If the hand is sufficiently strong to

defeat, or double them, if they are forced up to a higher call.

To over-call the Adversary without these two factors (simply to bid them up) is more than futile, it is dangerous, for they may not take the force and then the Player will be left in, with his inadequate hand, with little chance of fulfilling his contract.

### **Example of "Forcing Up" the Adversary**

Dealer, "One-Spade." Second Player, "Two-Clubs." Third Player, "No." Fourth Player, "No."

If the score is 0-20 in favor of the Adversaries, the Dealer will bid "Two-Spades" (for the fulfilled contract of "Two-Clubs" means game), hoping that the Clubs will be forced to a bid of "three" and that he can defeat this increased call.

With a love score, and the bidding the same, the Dealer on the second round would not continue his suit, unless with a game-making hand, for there is very little chance of the game being made with Clubs.

To repeat, the intermediate scores are comparatively of so little value in Auction that it is always wiser to let the Opponents work for them.

*If the Player has declared "One-Spade" and has been over-called by the Partner with "Two-Diamonds" (which would show great weakness in Spades), and he in turn finds that his own hand holds but one, or none, of the Diamond suit, what should influence him in his further bidding?*

The number of his Spades.

If he holds six, he should over-call his Partner's Diamond declaration with a bid of "Two-Spades," arguing that if the Partner holds even *one* Spade it gives the Player the majority, and the Diamonds can be brought in as a side suit.

If, however, he holds but *five* Spades (unless they contain the three or four top Honors, when he should over-call), he should leave the Diamond call with his Partner, trusting they are of greater length than his Spades.

The above situation often arises. A Player's declaration being over-called by his Partner, with

a suit of less value (showing weakness in the original call), and he in turn being short of his Partner's suit.

The length and strength of his trumps should decide his further bidding.

*If holding a hand containing two suits of equal strength and game-making capacity, which should be declared first?*

The one of greater value always—for instance, if a hand contains a legitimate declaration of both Spades and Hearts, the Spades should be declared first.

If the Adversaries should over-call, and the Partner passes, the Hearts can be shown on the second round of bidding. The Partner now can take his choice by either letting the Heart bid stand, or changing to "Two-Spades," without increasing the contract. Whereas, if the Hearts had been called first, and the Spades shown with a call of "two" on the second round of bidding, over the Adversaries' declaration, the Partner would be forced up to a "Three-Heart" bid if this declaration better suited his hand.



Had the Dealer shown his Hearts first, and on the second round of bidding his Spades, the Partner would have had to declare "Three-Hearts" to show his preference for that suit.

## EIGHTH LESSON

### DOUBLING

*When the Player doubles a declaration of the Adversary, what does he contract to do?*

To defeat their declaration. In other words, he announces that his hand (in combination with his Partner's) is sufficiently strong to keep the Adversaries from fulfilling their contract.

*What should influence a Player in doubling the Adversary's declaration?*

The strength of his hand (in combination with that of his Partner's), the state of the score, and principally the number of tricks the Adversaries have contracted to take.

*How strong a hand is necessary to double the Opponent's call?*

Enough probable tricks (taken in combination with the Partner's hand) to break the Opponent's

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contract. *Doubling should never be done on a doubtful hand.*

The penalties the Doubler incurs (in the event of failure) are too heavy to be risked lightly. He is playing for only an extra 50 points per trick—all he can get if he succeeds. On the other hand, the Player, if he fulfils his contract (after having been doubled), gets not only his bonus of 50 points for making good his contract, and 50 points as well for every over-trick, but also the *doubled* value of these tricks scored below the line toward game. It behooves the Player, when tempted to double, to take all these points into consideration and count his hand carefully.

*At what state of the score is it most advantageous to double?*

If the score is such that the Adversaries' fulfilled contract will win the game, then a double is in order—this is known as a "free double." The odds are not so great then, for should the Doubler fail, he does not feel that his having doubled has given the Adversaries the game as well as their increased trick score.

A double of a "Two-Heart" declaration, if the Adversaries are 16 or more toward game, is an illustration of this point. They will win the game in any case if they fulfil their contract, thus making it an excellent time for doubling. Whereas, take the same declaration of "Two-Hearts" at a love score, and the situation is entirely changed. A double would now give the Adversaries their game, if they fulfil their contract, which they would not have won undoubled.

*How does the number of tricks of the Adversaries' contract influence the Player in doubling?*

The more tricks that the Adversaries contract to take, make fewer necessary for the Doubler to win to beat them. Also it gives them less chance to change their declaration after being doubled without obviously over-bidding their hand.

*Is it ever wise to double a one-trick suit call?*

There is a convention now used which gives the doubling of a one-trick bid a new significance. When the Dealer declares "one" in any suit, and

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the Second Player doubles, it indicates a powerful No-Trump hand, with weakness only in the suit declared by the Adversary. This information the Partner of the Doubler uses to the best advantage of his hand in making a declaration, for he must not let the "double" stand.

This convention should never be used with a hand less powerful than one holding *two high Honors in three suits*; the Partner can then safely declare No-Trump if holding protection in the Adversary's suit, even if his hand contains little else of value.

*But if the Fourth Player does not hold the protection in the Adversary's suit, should he leave his Partner's double in?*

No. He should change to the longest suit he may hold regardless of its weakness. He can depend on the strength of his Partner's hand to supplement his length in the trumps, and with the high cards of the other two suits there is little danger of his not fulfilling his contract.



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*If the Dealer has declared "One No-Trump"?*

It often happens that the Second Player holds a hand on which he would have made the same announcement, but unless he holds a very strong hand he would better pass, hoping to defeat the contract or at least save the game. Should his hand, however, be well protected in three suits (two high Honors in each) he can double to convey such information to his Partner, who again bids his longest suit and becomes the Player, thus catching the Dealer's original No-Trump between his own and the Second Player's powerful doubling hand. If the Fourth Player holds an Honor in three suits, even if they are Queens and Jacks, he can declare "Two No-Trumps," for by becoming the Player he can lead his Honors *through* the Dealer's hand to the powerful Dummy beyond, thus placing the Dealer's cards to great disadvantage. But to insure success for this convention too much emphasis cannot be placed on the strength necessary for the doubling hand to hold. *Two high Honors* in three suits *at least* is the minimum on which a hand should double either an original Trump or No-Trump hand. To do it on less spells failure.



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This hand is one of interest, for if the Dealer is left in with his "One No-Trump" declaration he can make it, whereas, by the "double," the fourth hand becomes the Player and wins the game with Hearts as trumps.

*If the Partner of the Doubler of a "one-trick" call held unusual strength in the adverse declaration, would it not be good policy to let the double stand and break the contract?*

Yes, if the hand is a very strong one, but so many tricks are required (seven) to break a one-trick contract that the Fourth Player seldom holds the necessary cards. But should it so happen that he does, the state of the score would affect his decision materially. If the Rubber is in question, the game should be played for, but being a game in, the Fourth Player should allow the "double" to stand, if convinced that the strength of his hand was sufficient to produce a heavy penalty.



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been discarded as unsound, for if the Partner held poor cards, and could not take advantage of the information given, the double often gave the Dealer game, which he otherwise would not have made; therefore the only other information such a double could convey would be the powerful outside hand and lack of protection in the adverse call.

*Does the state of the score affect the double of the one-trick bid ?*

Yes—this double should never be made unless the original declaration will make game at the score, or the doubling hand needs but two tricks to go game himself. For instance—if the Dealer's score is 20 and he declares "One No-Trump," his contract will give him game, and with the advantage of the open Dummy and average cards, he can usually make it—this is the time the Second Player should double, if he holds the requisite cards, so as to force his Partner to be the Player to save the game. Again, if his

own score is 18 or over, then he should double, hoping to go game himself. The doubling hand rarely makes game at a love score, and it is too dangerous a convention to risk defeat, for a few intermediate tricks.

*What strength is necessary to double a "two" or "three" No-Trump bid?*

An established suit, or one which can be established in one round, and an outside Ace for re-entry. A hand in which the necessary tricks to defeat the Adversary's contract can absolutely be counted (taken in conjunction with the tricks shown by the Partner). To double on all-round strength is dangerous unless the No-Trump bid has gone as high as "four."

*Does the position of the doubling hand make any difference?*

To double a trump call when the declaration has been made on the Doubler's left is obviously poor judgment, as it locates the trump and suit

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strength to the Declarer and enables him to lead through the hand and finesse his cards to advantage.

*If a Player has so strong a hand as to leave him in doubt as to whether he will double the Adversary's declaration or play for his own game, what should guide him?*

It is usually the state of the score which influences his decision. If he has won the first game so that the Rubber is not in question, and his hand warrants it, he should double and play to defeat the Adversaries, thus increasing his Honor score. On the first or Rubber games it is wiser to play for game.

*What is meant by an "Informatory Double"?*

One which informs the Partner of the holding of high cards in the Adversary's declaration and is usually done over the Partner's original No-Trump call and the Second Player's trump bid.

For example: Dealer, "One No-Trump." Second Player, "Two-Hearts." If the Third Player holds more than ordinary protection in the

Hearts, that is, four or five, including two Honors, with perhaps an outside trick, he should double rather than increase the Dealer's No-Trump.

This double informs the Dealer of greater strength in the Opponent's suit than would a "Two No-Trump" bid and leaves him in the enviable position of being able to continue his original call with a good chance for game or of allowing the double to stand with a practical surety of defeating the Adversaries.

*If a Player's bid has been doubled, should his Partner change the declaration if possible?*

The Partner of the Player who has been doubled is usually in doubt as to what is expected of him, for there is a prevailing feeling that an effort must be made by him to change the bid at any cost. To do so on a declaration that is uncertain of fulfilment is to court disaster and *should never be done.*

*If a Player has doubled an adverse call and the Partner can give no assistance to the double, what should he do?*

**Example**

♠ K  
♥ A Q J 8 4  
♦ Q J 7 2  
♣ 10 7 4

♠ 7 5 4 3  
♥ 2  
♦ A K 10 8 5 4  
♣ A K

3d PLAYER  
2d PLAYER  
4th PLAYER  
DEALER

♠ Q J 9 6 2  
♥ K 6 4 3  
♦ 9 6 3  
♣ Q

♠ A 10 8  
♥ 10 7 5  
♦ —  
♣ J 9 8 6 5 3 2

Dealer, "No-Bid." Second Player, "One-Diamond." Third Player, "One-Heart." Fourth Player, "Two-Diamonds."

*Second Round*

Dealer, "Two-Hearts." Second Player, "Three-Diamonds." Third Player, "Double." Fourth Player, "No."

*Third Round*

Dealer, "Three-Hearts." Second Player, "No." Third Player, "No." Fourth Player, "No."

*Under what conditions should a Player re-double?*

Only when he is *absolutely sure* of enough tricks to fulfil his contract and when there is no declaration to which the Adversaries can change without over-bidding their hands. Unless such is the case it is better to refrain from re-doubling. If, however, the Partner of the Player who has been doubled holds more support in his hand than he has shown by his previous bidding (and has confidence in the soundness of his Partner's original declaration), he is justified in re-doubling.

## NINTH LESSON

### LEADS AND DISCARDS

#### Leads

*When the bidding is concluded and the final declaration won with a trump bid, what should govern the opening lead?*

If the Dealer has won his declaration without any opposition, i. e., if the other three Players have passed, the first lead should be as at Bridge.

| LEAD           | WHEN HOLDING                                                                             |
|----------------|------------------------------------------------------------------------------------------|
| KING           | Ace, King, and others<br>(from Ace, King, ONLY lead Ace)                                 |
| KING           | King, Queen only or with others<br>(excepting King, Queen, x, then<br>wait to be led to) |
| A<br>SINGLETON | If holding two or three small trumps                                                     |
| QUEEN          | Queen-Jack-10, or Queen-Jack-9                                                           |
| JACK           | King-Jack-10, or Jack-10-9                                                               |

| LEAD                            | WHEN HOLDING                                                                                                                                                                                                                      |
|---------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| THE HIGHER OF A TWO-CARD SUIT   | Except Ace - Queen, Ace - Jack, King-Jack, or King-x                                                                                                                                                                              |
| FOURTH BEST FROM STRONGEST SUIT | This is an excellent lead, if holding four or five trumps to an Honor. If the Dealer can be forced on the long suit, there is a good chance of the Leader being left with the last trump, and thus be able to make his long suit. |
| ACE                             | A suit of four or more                                                                                                                                                                                                            |

*If the Dealer has won the final declaration with a trump, over a suit bid by the Fourth Player, what should be the first lead?*

Usually the highest card of the suit called by his Partner, but if the Leader holds an Ace-King suit, or a singleton, the lead of the King or the singleton is the stronger.

In the first instance, the lead of the King affords a look at the Dummy and shows the re-entry of the Ace to the Partner.

In the second instance, the lead of the singleton offers a good opportunity for ruffing if the hand holds the first or second stop in trumps (*i. e.*, either Ace or King) with two or three small ones.

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*If the singleton is led before the Partner's suit, why is it necessary to hold the Ace or King of trumps?*

Because this lead may establish that suit for the Declarer, and if it does, and he holds all the high trumps as well, the game is his, and the Leader would be responsible for the loss of the high card of the Partner's suit.

But if the Leader can stop the trump suit (after the Declarer has won his singleton lead), he can play for his Partner's suit and get a return lead of the suit to which his singleton belongs, thus making one small trump, and perhaps more, if these leads can be repeated.

*How does the Partner recognize a singleton lead?*

When the Leader opens with a suit other than the one his Partner has called, and then later leads his Partner's suit, a singleton is shown in the suit first led, and this suit should at once be returned for a ruff.

Q1

*Should the highest card of the Partner's suit always be led irrespective of the number held?*

Always, if the final declaration has been won by a trump make.

There is so little chance of a long suit being brought in against a trump declaration that the high cards should be made as soon as possible.

*If the declaration has been won with a No-Trump bid, what should govern the opening lead?*

If the Dealer has won the declaration without any intervening bids, the Leader should open his play as at Bridge.

| LEAD | WHEN HOLDING                                                                                                                                                                                                                                                         |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ACE  | <p>A, K, Q, x x x, or more</p> <p>A, K, x x x x x, or more</p> <p>A, K, J, x x x, or more. This lead calls for Partner's Queen, unless thus playing it makes a trick good in Dummy</p> <p>A, Q, J, x x x x</p> <p>A, Q, J, x x, or more when holding another Ace</p> |
| KING | <p>A, K, x x x x, } when holding</p> <p>A, K, x x x, } another Ace</p> <p>A, K, J suits</p> <p>K, Q, J suits</p> <p>K, Q, 10 suits</p>                                                                                                                               |

| LEAD  | WHEN HOLDING                                                                 |
|-------|------------------------------------------------------------------------------|
| QUEEN | A, Q, J suits, unless holding another Ace<br>Q, J, 10 suits<br>Q, J, 9 suits |
| JACK  | A, J, 10 suits<br>K, J, 10 suits<br>J, 10, 9 suits<br>J, 10, 8 suits         |
| 10    | 10, 9, 8, x x<br>10, 9, 8, x                                                 |
|       | Not holding above combinations,<br>lead fourth best from longest<br>suit     |

*Then the long suit should always be opened on the initial lead against a No-Trump declaration ?*

Yes, it is always wiser to open the long suit, even with the chance of its being stopped twice by the Player. Any other lead is very likely to sacrifice a high card in the Partner's hand, and put the Player's cards to advantage. Whereas, if the long suit is opened and later in the game the Partner is able to secure the lead, he can return his Partner's suit through the Player's hand, thus

often enabling all the cards of the long suit to be made.

### EXAMPLE

|   |    |    |   |   |  |  |  |  |  |
|---|----|----|---|---|--|--|--|--|--|
| ♠ | Q  | J  | 9 | 2 |  |  |  |  |  |
| ♥ | 6  | 5  |   |   |  |  |  |  |  |
| ♦ | J  | 10 | 6 | 2 |  |  |  |  |  |
| ♣ | 10 | 5  | 4 |   |  |  |  |  |  |

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|---|---|---|----|---|---|---|--|--|--|
| ♠ | K | 7 | 4  |   |   |   |  |  |  |
| ♥ | A | Q | 10 | 7 | 3 | 2 |  |  |  |
| ♦ | 8 | 3 |    |   |   |   |  |  |  |
| ♣ | 7 | 2 |    |   |   |   |  |  |  |

Dealer, "One-Heart." Second Player, "No." Third Player, "No." Fourth Player, "One No-Trump"—*Lead, 4th best Heart.*

*If the Dealer has won the final declaration with a No-Trump over a suit bid by Fourth Player, what should be the first lead?*

**Usually the Partner's suit.**

**The Leader should never hesitate to play for his Partner's suit on account of the probable protec-**

tion held in it by the Declarer. It is much better for the Leader to clear the suit before his Partner loses any re-entry card he may hold.

Should the Leader hold a suit of at least five cards, which can be established by one lead, and a *sure re-entry as well*, then he may play for his own suit.

The size of the Partner's declaration, however, should influence this lead. If he has bid up to "two" or "three," and the Leader holds more than one of the suit, he should play his Partner's suit on the initial lead.

*Should the highest card of the Partner's suit always be led if the declaration has been won by a No-Trump bid?*

Not always; it depends on the number of cards held in that suit. Holding two or three, the highest is played.

With four or more, the fourth best should be led, unless the suit is headed by the Ace, or by Honors in sequence, then the top card should be played.

*What advantage does this method of leading possess?*

It keeps a high card beyond the strength of the Declarer's hand and enables the Partner to count the cards of his suit. For example: If the Leader holds four to the King of the suit his Partner has bid, he leads the fourth best.

The Partner wins with the Ace (supposing his suit contains five, or six, to Ace, Jack, 10) and returns the Jack through the Declarer's Queen, which card he must hold to justify his No-Trump bid.

If the Declarer covers with the Queen the Leader has the King beyond—if the Declarer plays low the Leader does the same, allowing the Jack to win, and another lead through the Queen follows, which must eventually fall under the King, thus making every card in the suit a winning one.

If the Declarer holds the Ace of the suit no harm is done, as he would have won the trick in any event.

### *What is known as the Rule of Eleven ?*

When the Leader leads any card below a 10, the Partner and Declarer should deduce the spots

on it from eleven. The remainder is the *number* of cards *higher* than the one led, *outside* the Leader's hand.

A proficiency in applying this rule is absolutely necessary for keen play, as it not only places the high cards of that suit, but makes it comparatively easy for the Declarer to detect a short lead.

If he can count more cards outside the Leader's hand than the difference in spots between the card led and eleven, he knows that the lead is from the top of a short suit.

### Discards

*What general rules should govern the Declarer's Opponents in their discards ?*

The discard at Auction is from *weakness*. The strong suits have probably been indicated by the bidding, making it unnecessary to show them by the discard. The protection of the hand is the first and most important consideration, and enough cards should be kept, if possible, to guard the Honors of suits in which it seems likely that the Partner is weak and the Declarer strong.

*If a Player should hold a suit headed by a ten-*

*ace, beyond a protected Honor in the Dummy, how is he to indicate to his Partner that he wishes that suit led to him ?*

By making his first discard as high as the 7 or over, and following at the next opportunity with a lower card of the same suit.

This is known as the "encouragement" discard.

In other words, the discard of the 7 or over shows a desire to have that suit led, and the discard of any card below the 7 indicates weakness in that suit.

If a Player has led one suit and later in the game discards a high card of another it shows a re-entry in the latter suit.

*How is it possible to keep all Honors guarded if many discards have to be made on a long suit ?*

It is not always possible and it is sometimes very difficult to know which Honor to keep protected.

Strict watch should be kept on the Partner's discards, and the same suit should not be thrown away from both hands.

---

To deceive the Declarer (by the discard) as to the position of an Honor against which he wishes to finesse is always clever play.

For example: If the Dummy holds a suit, tenace high (*i. e.*, Ace-Queen), and the Fourth Player holds the King beyond, with two or three small cards, a discard of one or two of them on the Declarer's long suit will almost invariably induce him to finesse the Queen, placing the King with the Second Player.

Vice versa, if he has weak cards in the Dummy's tenace suit, it is good policy to hold them and to discard from his strong suit, thus giving the Declarer the impression that he is protecting the King of Declarer's Ace-Queen suit.

## TENTH LESSON

### THE PLAY OF THE HANDS

*Does the play of the Declarer's hand differ in Auction from that of Bridge?*

In two essential points only:

*First.*—The one aim and object of the Declarer after having seen the Dummy is to plan and play his hand *to fulfil his contract*; when this seems reasonably assured he should make every effort *to win the game*.

*Second.*—That with the inferences drawn from the bidding the high cards can be located with so much greater accuracy that finesses can be taken and suits cleared which would have been hazardous to have attempted at Bridge.

---

*Does not the state of the score influence the play of the Declarer's hand ?*

Yes, if the score is such that the winning of a game and Rubber is dependent on a successful finesse, which if it failed would lose the contract by *one trick only*, the chance should be taken provided the contract has not been doubled.

At any other state of the score the Player should not endanger his contract by such play, for every trick of an unfulfilled contract means 50 points to the Adversary, and it does not take many of these penalties to give them a large Rubber if they win it.

*Does the increased value of the slams affect the play of a hand ?*

Yes, when the Declarer finds that the game is assured, he makes every effort after that to secure the coveted small or grand slam. A finesse may then be taken which will lose every other trick if it fails, if a slam can be made should the outcome be successful.

---

*Is a hand planned and played in the same general way as at Bridge?*

Yes, the same rules which govern trump play, finessing, unblocking, Ace management, second-hand play, and all the many methods which have proved their worth in the play of the Dealer and Dummy hands at Bridge, are as valuable and correct at Auction.

The play is much simplified, however, by the many inferences drawn from the bidding and the original lead.

*What inferences can be drawn from the original lead?*

If the Leader has declared "two" in any suit over a previous declaration, and has been overcalled by the Player on his right with "Two No-Trumps" and then leads a suit other than the one which he bid originally, the Declarer can feel sure that the Leader's suit is headed by either Ace-Queen, or King-Jack, and that his hand is *void of entry cards*.

He is evidently trying to put the lead in his Partner's hand, in order to have his original suit

led through the Declarer's hand to enable him to finesse.

The inference to be drawn here is that all the Aces and Kings, outside of the Leader's suit, not held by the Declarer or his Partner are in the Fourth Player's hand, and care should be taken to play *through* them rather than *up* to them.

If the Fourth Player has bid a suit and the Leader opens with a small card of another suit, a singleton is probably indicated, which should be taken at once, if possible, by the Declarer and trumps led immediately.

*What inferences can be drawn from the bidding?*

There are so many that it is hard to enumerate them.

In the first place, the Player must train his mind to remember all the bids.

He must also remember the Players who have passed, for this negative information is most valuable.

If a Player does not increase his Partner's suit call after it has been over-bid by the Adversary, two tricks are denied in his hand.

This confession of weakness the Declarer should bear in mind when finessing his suits, as it enables him to locate the missing Honors with comparative accuracy.

*After the final declaration has been won, do the Opponents employ the same methods and principles of play as at Bridge?*

Practically the same.

All the general principles are adhered to.

The essential point of difference, however, is to plan not only to take enough tricks to save the game, but to *break the Declarer's contract as well.*

After enough tricks have been won to *save* the game every effort should be made and every chance taken to defeat the Declarer.

A most important point to bear in mind *from the very beginning of the hand* is the number of tricks necessary to accomplish both these objects, so that the Player will not be obliged to stop and calculate during the play.

If but one trick is required to save the game and a finesse is in question, it should not be

taken, for if it is unsuccessful and the Declarer wins the game, it is two chances to one that he wins the Rubber.

*Are the "echo" and "continue-the-suit" calls the same as in Bridge?*

Yes; when the declaration has been won by a trump call, the play of a high card (other than an Honor), and then a lower one, on *the lead of a King* by Partner, shows no more of the suit and an ability to trump on the third round.

The play of a card as high as a 7 on an Ace led by the Partner shows the King of that suit.

When the declaration has been won by a No-Trump and the Partner "echoes" (a high and then a low card) on an Honor played by the Leader, it asks him to continue the suit and shows him four in that suit.

If a small card is played on the opening lead of an Honor it shows weakness and lack of assistance in that suit; unless the Leader is very strong in it he will change to another to try and find any possible strength his Partner may hold.

*What plan of attack should the Leader employ if he has finally doubled a suit call made originally by the Dealer?*

He should lead his longest suit hoping that the Dealer is short and that he may thus force his strong trump hand.

If this succeeds he should continue to play this suit each time he regains the lead, and thus weaken the Declarer's trump suit, hoping to be left with the last trump, when he would be able to make such good cards as may remain in his hand.

*Then the play of the hands (both Declarer's and Opponent's) is practically the same as at Bridge?*

Yes, with the few exceptions mentioned in this lesson.

The would-be Auction Player is seriously handicapped if he has not had a thorough grounding in the rudiments of Bridge, and the following pages have been added in elucidation of such rudiments for those who are not already familiar with them.

**TRUMP MANAGEMENT****Dealer's Play**

*What rules govern the Dealer's management of a declared-trump hand?*

It is most advisable, after the first card is led and the Dummy laid down, for the Dealer to map out his plan of play, to take account of his strong and weak points, by asking himself the following questions:

*First.*—Was the opening lead from a long or short suit?

*Second.*—How many trumps and which of the Honors are against me?

*Third.*—What suit shall I play for and in which hand shall I arrange to place the lead after the trumps are exhausted?

*Fourth.*—Is there a short or a missing suit in the weak trump hand?

*Fifth.*—Shall I play to make my contract, win the game, or is a small slam possible?

*But would this not take so long a time that the other Players would become impatient?*

Not so long as it might seem, and if this plan is followed persistently, proficiency will be acquired in a very short time and the possibilities of the combined hands will become apparent almost instantly. The hand can then be played rapidly to the finish with the satisfying feeling that every trick has been made that was possible.

*Should trumps always be led immediately?*

Yes, with very few exceptions. Trumps should be led at once to exhaust the Adversaries of them, and then any good suit that the hand may hold can be brought in. Even if the side cards are poor, it is better policy to establish the trump suit, and not let the Opponents make small trumps here and there, as well as the high cards of the side suits.

*What would guide the Player in deferring the lead of trumps?*

There are two conditions under which the Player should defer the lead of trumps:

*First.*—When the weak trump hand holds a singleton or is void of a suit. When the small

trumps can be used to advantage to trump the losing cards of the suit to which the singleton belongs. In this way the trumps are made separately and without weakening those in the declaring hand, which should be conserved to exhaust the Adversaries.

## Example

|   |   |    |   |   |   |
|---|---|----|---|---|---|
| ♠ | A | 10 | 8 | 6 | 5 |
| ♥ | 7 | 6  | 2 |   |   |
| ♦ | 9 | 6  | 4 | 3 | 2 |
| ♣ |   |    |   |   |   |

|   |   |   |    |   |  |
|---|---|---|----|---|--|
| ♠ | Q | J | 9  | 2 |  |
| ♥ | A | Q | 3  |   |  |
| ♦ | Q | J | 10 |   |  |
| ♣ | 8 | 5 | 3  |   |  |

|           |           |            |        |  |  |
|-----------|-----------|------------|--------|--|--|
|           | 3d PLAYER |            |        |  |  |
| 2d PLAYER |           | 4th PLAYER | DEALER |  |  |

|   |   |    |    |   |   |
|---|---|----|----|---|---|
| ♠ | 4 |    |    |   |   |
| ♥ | K | J  | 10 | 9 | 8 |
| ♦ | A | K  |    |   |   |
| ♣ | Q | 10 | 7  | 2 |   |

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| ♠ | K | 7 | 3 |   |   |
| ♥ | 4 |   |   |   |   |
| ♦ | 8 | 7 | 5 |   |   |
| ♣ | A | K | J | 9 | 6 |

The final declaration in this deal is won with "Three-Hearts," by Dealer and ten tricks and the game made by the ability of the Dummy to ruff the

losing Clubs from the Declarer's hand before he leads trumps.

*Second.*—When holding losing cards of the same suit in both hands and the trumps in such combination that the first trick must be lost to clear them. Then every effort should be made to discard even one of the losing cards of the side suits before losing the lead, by a play of trumps. There are many hands with which a discard would be impossible; then the trump lead would be in order.

### Example

|   |              |                                                              |   |    |    |   |   |
|---|--------------|--------------------------------------------------------------|---|----|----|---|---|
| ♠ | A K Q        | <div>3d PLAYER<br/>2d PLAYER<br/>4th PLAYER<br/>DEALER</div> | ♠ | 10 | 9  | 7 | 4 |
| ♥ | J 10 9 7 3 2 |                                                              | ♥ | 8  | 6  | 4 |   |
| ♦ | A            |                                                              | ♦ | 6  | 5  |   |   |
| ♣ | 8 7 3        |                                                              | ♣ | J  | 10 | 5 | 4 |
| ♠ | J 6 3        |                                                              |   |    |    |   |   |
| ♥ | K Q 5        |                                                              |   |    |    |   |   |
| ♦ | 10 4 2       |                                                              |   |    |    |   |   |
| ♣ | A K 9 6      |                                                              |   |    |    |   |   |

The final declaration in this hand is won with "Three-Diamonds" by Third Player. If the Declarer, after winning the first trick with the Ace of Hearts, leads trumps and loses to the Ace, the Adversaries make three Spade tricks and save the game. But if before losing the lead the Declarer plays his Queen, then small Club to Ace, discards two Spades on King and Queen of Hearts, and the third on the King of Clubs, a small slam can be made—the only losing trick being the Ace of Diamonds.

### LEADER'S PLAY

#### Trump Declared

*What should guide the Leader in making his first lead against a declared trump?*

The conventional first leads—a table of which will be found in the "Lesson on Leads and Discards." A perfect knowledge of these leads is more necessary to partnership understanding than most players realize. If the Leader plays an Honor and the Partner is familiar with the leads, it places the other Honors to him and guides his subsequent play. If a fourth best

card is led, he understands that the Leader's hand is a weak one or the high cards are in such combination that better results would follow if they were led to, rather than from, consequently when he secures the lead he plays to the weakness in Dummy rather than return the suit led. If a short suit is the recognized lead, the Partner knows the Leader is willing to trump and plans his play with that end in view.

*If the Leader wins the first trick what should govern his second lead?*

The Leader's second lead should be governed entirely by the cards played to his first lead and the strength or weakness of the Dummy. It is rarely good policy to continue with a suit that will exhaust the cards of it in the Dummy, for this gives the Declarer a chance to ruff in the weak hand, which is an advantage the Leader should never give him. If the declaration is an original one and Dummy's strength be such that the game is in danger, play to save the game at any cost, but if Dummy holds but fair or weak cards, do not hesitate to play a waiting game,

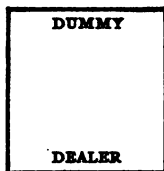
for opportunities will surely be afforded to capture the Dealer's high cards.

*If the Leader's hand holds no high cards, how should he play to place his Partner's cards to advantage?*

By playing through the strength of the Dummy, assuming that if the Dummy holds high cards of a certain suit, the Dealer will be weak in it, and what good cards the Partner may hold of that suit will be placed *after* Dummy's strength and *before* the Dealer's weakness.

*But if the Dummy holds high cards of the suit which the Leader plays, what chance has the Partner of making his?*

The Leader should always choose such suits as contain tenaces (Ace-Queen or King-Jack) or once or twice guarded Honors, so that if his Partner holds the intermediate Honors he can make them if the Dealer finesses his lower Honor, or he can retain them if the winning Honor is played from Dummy.

**Example****K J 3****Leader 6****A Q 2**

By playing through the King-Jack in Dummy the Leader makes good his Partner's Ace and Queen.

**A Q 4****Leader 5****K 6 2**

By playing through the tenace the Partner's King is a sure trick.

#### FOURTH HAND PLAY

##### Trump Declared

*How does the Leader's Partner indicate his holdings in the suits that are led?*

If a King is led by the Leader and the Partner holds but two of that suit, he plays the higher and on the second lead the lower one, which indicates the number and a desire to trump the third round of the suit. This "high-low echo" should never be used except on the King lead, as that is the only lead with which the Leader's Partner gets the benefit of the third round of a suit before the Player secures the lead. On the Leader's lead of an Ace, should the Partner hold the King of that suit, he indicates it by playing a high card (7 or over)—an encouragement to continue the suit. On a short lead by the Leader the Partner should never play a guarded Honor unless able to win the trick. The lead has indicated a lack of high cards, and the play of the Honor by the Partner only clears the suit for the Player, which card, if retained, might block

the suit later, particularly if the length is in the weak hand.

*When the Fourth Player gains the lead what should govern his play?*

The knowledge he has gained of his Partner's cards and the strength or weakness of the Dummy. If the Partner has made a fourth best lead, the Fourth Player should not return that suit but play up to the weakness in Dummy, to place what high cards his Partner may hold in other suits to advantage.

There are only two exceptions to this rule:

*First.*—If the Fourth Player wins the first round of the suit with the Ace and holds but one more, he returns it with the hope of trumping the third round of the suit.

*Second.*—If Dummy holds no other weakness but the suit the Partner has led, a return of it is wise, for if the Leader wins the return lead he can play through the strength of the Dummy, thus placing the Fourth Player's cards to advantage.

In playing up to the weakness in Dummy the

Fourth Player should try to play a card higher than any Dummy holds, thus forcing the Declarer to cover. There is a prevalent idea that a suit headed by the major tenace (Ace-Queen) should never be led from but always led to, but if the Fourth Player holds this combination and *the Dummy is weak in that suit*, there is no better play than to lead the Ace, then a small card. If the Declarer holds the King he will play it and the Queen controls the third round of the suit—if the King is in the Partner's hand the lead is good.

### FINESSING

#### *What is a Finesse?*

A Finesse is an attempt to win a trick with a lower card of a suit when the Adversaries hold a higher one.

#### *How is this possible?*

By leading a low card or Honor toward the opposite hand which holds the higher Honors of that suit, assuming that the Second Player holds the intermediate Honor. If he plays it, the

Third Player, holding a higher one, can capture it, and if he refuses to play high, the lower Honor is allowed to win and a second lead through the intermediate Honor is in order.

*But should the intermediate Honor be in the Fourth Player's hand?*

If that is the case, there is always consolation in realizing that an Honor beyond the strength is bound to make whether the finesse is taken or not.

*Which is the most important finesse?*

Any combination of Ace-Queen-Jack. The lead should always be toward the Ace, hoping to capture the Adversary's King by a finesse.

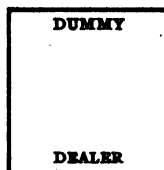
*If the Ace and Queen are in one hand and the Jack in the other, should the Jack be led toward the Ace-Queen?*

Never, unless holding the 10 or 9, for without these cards, if the Jack is covered second in hand, it makes the 10 or 9 good in the Adversary's hand. But, if holding them, it is sound play to lead the Honor from the weak hand, for, should

the finesse succeed, a second lead from the weak hand can be made through the King.

**Example**

J 6 4



A Q 8 5 2

Not holding either the 10 or 9, the 4 should be led and the Queen finessed. If it succeeds, the Ace should be played, hoping that the King may be but once guarded on the right.

Q 8 3



A J 10 9 4

The Queen can now be led, as the hand holds four Honors, but the 9 should be played on it from the other hand. Now the 8 will hold the second lead from the weak hand, and thus a three-times-guarded King may be caught.

*What is the greatest number of cards in a suit with which it is wise to finesse to the Ace-Queen-Jack combination?*

Never more than nine. If holding ten, it is good play to lead an Honor toward the Ace, hoping to induce the cover of the King by the Adversary; but if it is not put up, the Ace should be played, fearing, with so many in the suit, that the King may be alone in the Fourth Player's hand.

*Is it good play to finesse, holding the Ace-King-Jack of a suit?*

Yes, but seldom with more than eight. Holding nine of that suit, the Ace and King should be played at once hoping that the four cards which the Adversaries hold are evenly divided. There are situations, however, in which this rule can-

not be followed too closely. Should one of the Opponents hold two or more cards of an established suit against a No-Trump declaration the danger is too great for the Declarer to chance the even distribution of the cards, so he will finesse, if possible, even with nine cards, into the hand which is exhausted of the Partner's suit. Every finesse should be taken with the idea that if it fails it should be to the Adversary who can do the least harm.

*Is it better to finesse on the first or second round of this combination of cards?*

On the second round, as the Queen may fall on the first round, thus placing the location of the rest of that suit.

A J 8 3 2



K 6 4

The first round should be taken with the King, then the 4 played and the Jack finessed on the second round.

*Is it possible to gain information as to the location of cards which may be of assistance in finessing successfully?*

Yes, by forcing the Adversary to discard. Should the No-Trump Declarer hold an established suit it is always wiser for him to play it first, carefully watching the discards of the Opponents. These will often furnish him with the necessary information for a successful finesse of his second suit, as the discard of one or more of a suit usually denies an Honor.

*Is it wise to finesse in the trump suit?*

The most important consideration in taking the finesse in trumps is, What will the result be if it fails and what suit will the Opponents open? Under the following conditions the finesse should not be attempted:

*First.*—When a cross-ruff by the Opponents is imminent and it is necessary to lead one or more rounds of trumps.

*Second.*—When holding a short suit or being void of a suit in the strong trump hand, which could be forced should the finesse fail.

*Third.*—When a finesse, if it fails, may block a suit.

*If holding a suit headed by the Ace-King-Queen, with two of the Honors in one hand and one in the other, how should it be opened?*

The first trick should be taken in the hand with the two Honors. For by retaining an Honor in either hand a guarded Jack or 10 can often be caught.

*If holding the Ace with small cards of a suit in one hand, and Queen and small cards in the other, how should this suit be opened?*

By first leading the Ace, then a low card toward the Queen, assuming that the King is in the Second Player's hand. Should he play it, the Queen then controls the third round of that suit, which usually establishes it. If the Second Player plays low the trick should be "ducked" into the Fourth Player's hand, hoping that he

will be forced to win with the King. Should he hold both Jack and King they are bound to make whether the Queen is played or not.

Q 8 5 3 2



A 9 4

The Ace should be played, then the 4 toward the Queen.

K Q 8 6 5 3



4 2

Always play from weak hand toward the King-Queen, assuming the Ace is on the left. If the

King holds the trick, a second lead from the weak hand should be made.

## THE ENTRY

### No-Trump Declared

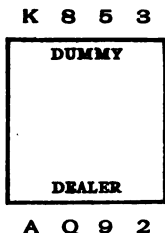
*What should guide the Player in planning his No-Trump hand?*

The first thought of the Player, after the Dummy is exposed, is to look for his long suit and see in which hand the length of it lies. As the declaration is usually made on high cards in at least three suits, the length of any one suit is apt to be in the weak hand. Very often in clearing or establishing this suit all the cards from the strong hand are exhausted, and the making of the length in the weak hand is dependent on the ability of the Player to enter into that hand in some other suit.

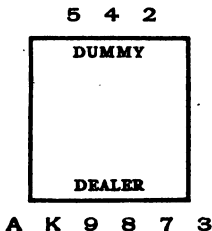
*How can cards of re-entry be made in the weak hand.*

There are certain combinations of cards which are much more valuable as entry-makers than trick-takers, and as such should be recognized

immediately. The following are among the most important:



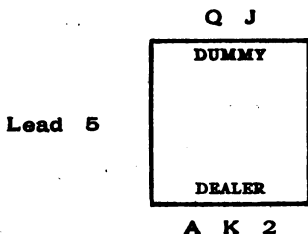
If the 2 is led toward the King, Dummy's only re-entry has been taken out. If, however, the 9 is led, Dummy's 8 will probably be the master card on the fourth round of the suit.



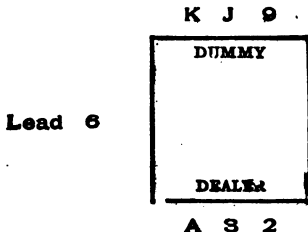
In the above example, if the other four cards are found to be evenly divided in the Adver-

saries' hands, the 5 will be a perfect entry, *if the lowest card in the strong hand has been retained.*

When the original lead can be won in either hand it is well to consider the question of re-entry cards. For instance:



In order to make an entry in the weak hand the Jack must be overtaken by the King, retaining the 2 to lead over to the Queen.



Even should the ♣ win the trick, the Ace must be played in order to retain *two small cards* to lead *through* the Leader's Queen, thus insuring two entries in the weak hand.

*But should the weak hand hold no re-entry cards?*

When the hand holding the length of the long suit contains no re-entry card, the successful play of the suit may depend on "ducking" or losing the first, and sometimes the second trick in the long suit. The point in such a case is to retain the commanding cards until it is reasonably sure that the remainder of the suit will fall, and while the strong hand still has a card to lead across. For example:

A K x x x x



x x

With but eight cards to the Ace-King, one trick must be lost, so a low card should be played and deliberately passed, thus unguarding the Queen while retaining a card in the strong hand to lead across to the Ace and King. Unless there are four in one hand the suit is bound to win.

A K x x x x x



x x

Even with nine cards and no re-entry in the long hand it is far safer to lose the first trick, thus making sure of six tricks. When holding a guarded Honor in the suit led originally, or with a once-guarded King in an unopened suit, the lead should be placed so that these Honors will be led up to. This can be done by "ducking" or losing a trick into the hand that can lead nothing to the disadvantage of the Declarer.

**ACE MANAGEMENT****Dealer's Play. No-Trump Declared**

*When the Declarer holds the Ace, and no other possible trick in the suit that the Adversary leads, should he play the Ace on the first lead?*

No, he should wait until the Leader's Partner is exhausted of that suit.

*What is gained by this play?*

After having held up the Ace of the Leader's suit until the Partner has no more, the Dealer plans his play, if possible, so that the tricks he must lose will be won by the Leader's Partner; now, if the Leader has no card of re-entry, he will be unable to make the remaining cards of his suit.

*Are there any conditions under which the Ace of the Adversary's suit should be played on the first trick?*

Yes, several.

*First.*—If holding a second trick in the suit. Then it is wiser for the Declarer to win the lead

at once, and play for his own long suit, and suffer the loss of a trick, if necessary, while he controls the other suits.

*Second.*—When holding no protection in another suit beside the one led. Then the Declarer should win the first trick, fearing that the Adversary may discontinue the original lead and change to the unprotected suit.

*Third.*—If his only long suit has to be finessed toward the Leader.

*If holding a hand in which none of the above combinations occur, how many tricks should the Declarer lose of the Leader's suit before playing the Ace?*

If the lead has not indicated the length of the Leader's suit, the number of cards held by the Partner can only be determined by assuming that the Leader has played from a five-card suit. On this assumption, if the Declarer and Dummy hold five, the Partner must have three, consequently the Ace is held up until the third round, when the Partner can have no more. If the Declarer and Dummy hold *six* of the Leader's suit, the Ace can be played on the second round;

if he holds *seven* in the two hands the first trick can be taken. Should the Partner gain the lead and still have a card to return, the Leader has opened a four-card suit, which is not greatly to be feared.

*Is the same management of the Ace used with a Trump declaration?*

No; it is usually dangerous to hold up the Ace of the Adversary's suit with a Trump declared, as the Ace may be trumped later and a trick lost, but with the two following combinations it is sometimes good play to hold it up until the second round.

*First.*—When the Leader opens with a King and the Declarer holds Ace-Jack and small ones in his own hand and not more than two or three small ones in Dummy; if the first trick is passed and the lead continued, both Ace and Jack are winners.

*Second.*—If the Declarer holds two small cards of the Leader's suit in Dummy and three to the Ace in his own hand the first trick should be passed, then, after winning the second with the

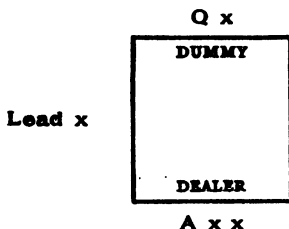
Ace, the third round can be ruffed out in the weak trump hand.

## SECOND-HAND PLAY

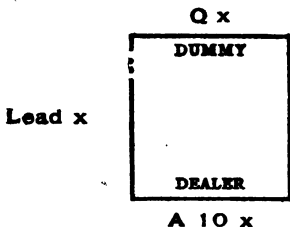
### No-Trump Declared

*What guides the Declarer in playing the Honors which he holds in the Dummy of the Leader's long suit?*

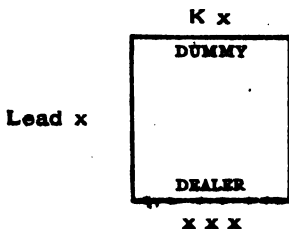
The play of certain combinations of Honors, if held by the Declarer of the Leader's suit, should be carefully thought out and mastered, for by their correct handling often depends the blocking of the Leader's suit.



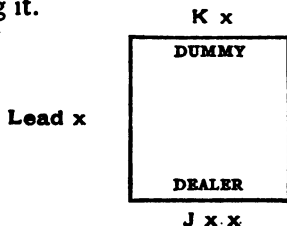
With the above combination the Queen should be played on the first lead, as the best chance for two tricks in that suit.



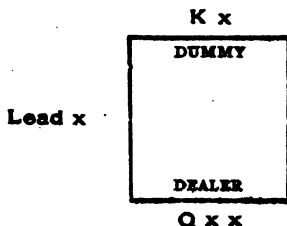
But if the Declarer held the 10 in his own hand a low card should be played, second in hand; for should the Partner hold the Jack and return the suit when he regains the lead, the Queen in Dummy forces the play of the King by the Leader and makes the 10 good in the Declarer's hand. Equally strong is this play if the Partner holds the King, for then the Declarer's Ace and Queen are winners.



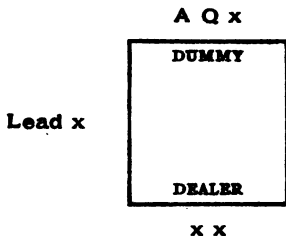
With a once-guarded Honor in Dummy, and small cards in the Declarer's hand, the Honor should be played at once as the only chance of making it.



But holding the Jack and two small ones in the strong hand, a low card should be played, second in hand, thus insuring one trick in the suit. If the Fourth Player holds the Queen and returns the lead, the King forces the Ace from the Leader's hand and makes the Jack the winning card on the third round.



With the Queen in the strong hand the situation is somewhat changed, and the King should be played on the first trick; for if the Fourth Player holds the Ace and captures the King the Queen controls the second round of the suit. If the King holds the trick, however, the Declarer must make every effort to keep the lead out of the Fourth Player's hand, for if he plays *through* the once-guarded Queen the Leader's long suit can be brought in.



This combination is rarely played correctly, for the Queen is usually finessed, always assuming that the lead is from the King. If the King is in the Fourth Player's hand and the lead returned, the Leader's suit is cleared before the Declarer has had a chance to establish his.

Whereas, if a low card is played, second in hand, two tricks are assured in the suit, irrespective of the position of the King; for should it be with the Leader, a low card led from the Declarer's hand will make both Ace and Queen winners; and if the Fourth Player holds it, the Ace and Queen control the second and third rounds of the suit.

### ADVERSARY PLAY

#### No-Trump Declared

*What is the Leader's best defense against a No-Trump declaration?*

A lead from his longest suit.

When the Leader and his Partner are fortunate enough to hold the majority of a suit between them, every effort should be made by both to play it to advantage. The Leader should observe carefully the denomination of the card his Partner plays to his lead in order to ascertain the number of cards he holds of that suit, remembering always that the card his Partner plays to his fourth-best lead *denies the one just below it*,

which, if not in Dummy, is marked in the Declarer's hand.

*How does this affect the Leader's further play?*

If he finds that the Declarer holds an Honor of his long suit, which would win the second or third trick, and his hand holds no re-entry, then it is good policy to try and place the lead with the Partner that he may play through the Honor in the Declarer's hand, thus making every card in the long suit possible winners.

*What guides the Leader in playing for his Partner's suit, if he has not indicated it?*

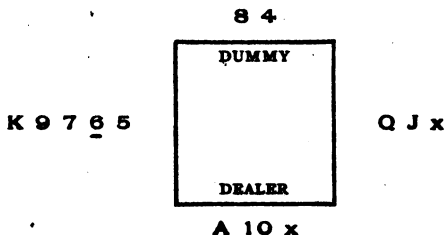
The cards in the Dummy hand and the inference that may be drawn from them as to the probable holdings of the Declarer. A once or twice guarded King, or any suit in which Dummy can win but one trick, is the one to be chosen, as it places the Partner's cards to advantage if he holds strength beyond it.

*How should the Partner indicate his holdings in the Leader's suit?*

If the lead is the fourth best from the long suit he should play his highest card, unless it makes an Honor good in Dummy, then it is permissible to finesse with a lower card, hoping for a second lead through Dummy's Honor.

*If holding two Honors in sequence should he play the bigger on the Leader's fourth-best lead?*

*Always the lower, as by so doing he indicates the cards above and below the one he plays to his Partner. For example:*



If the Partner plays the Queen the Leader has no indication as to the position of the 10 or Jack, but should the Jack be played on the first trick and the Dealer forced to play the Ace to win it, the Queen is easily placed in the Part-

ner's hand and the 10 in the Dealer's. For had the Partner held the 10 he would have played it. One of the most valuable inferences in Adversary play is that the card played by the Partner on the Leader's fourth-best lead *denies the one below it*.

*Does the Partner always return the highest card of the Leader's suit?*

Yes, unless he finds that he holds more than the Leader, then he returns his lowest card so that the lead may be left with him when the Leader shall be exhausted, thus enabling him to make each card of the suit to the end.

*If the Partner holds four cards to an Honor of the Leader's suit, how does he indicate these holdings?*

If the Leader leads an Honor, the Partner "echoes" with his two intermediate cards. For example, with Jack, 8, 6, 4, the 8 is played on the Honor led; on the second lead of the suit the 6 falls. Now the Leader can place every card of his suit, and can plan his play accordingly.

*If the Leader finds that the Declarer has two or more tricks in his suit, does he continue it?*

No; he should abandon it and let no opportunity escape to prevent the Declarer from bringing in his own long suit.

*What methods should the Leader employ?*

If, holding the control of the Declarer's long suit, he should refuse to part with it until the strong hand is exhausted of that suit, or by taking out the re-entry card from the weaker hand which holds the length, while still retaining control of said suit. If the position appears hopeless the Adversaries should take any chance to *save* the game, and to effect this end should not regard the loss of a trick or two in play.

## THREE-HANDED AUCTION

One of the weak points of the ordinary three-handed Auction, as usually played, is the recklessness of the bidding, that inevitably pertains, in the desire to procure the closed Dummy which falls to the highest bidder. The element of luck is so great as to the value of the cards in this Dummy hand, that there is little judgment in the bidding to procure it, and if this game is played for any length of time, is very detrimental to a Player's sound declarations, necessary for the regular four-handed game. There are many occasions, however, when only three Players are available, and a three-handed game is necessary if Auction is to be played. The following game has been evolved as more nearly resembling the parent one (four-handed Auction) and gives some of the same opportunities for sound bidding, good judgment, doubling, etc.

Three Players constitute a table.

The Player who cuts lowest wins the deal; the Player who cuts next lowest sits on the Dealer's

left. The cards are now dealt in four packets of *twelve* each, the remaining four cards being placed face downward in the middle of the table.

The Dealer arranges the Dummy hand and places it face upward on the table. He now starts the bidding by declaring *in numbers*, the amount that he thinks that his hand, in combination with the open Dummy's, is capable of making, *i. e.*, if the two hands in his judgment are worth "two" or perhaps "three" odd in Spades, he starts the bidding with "18," not mentioning the suit.

The Second Player now consults his cards, assuming that the open Dummy is his, and if he can make "Two No-Trump" or "Three Hearts" (the amount must be in excess of the previous bid) he declares "20" or "24." The Third Player now makes a bid of a higher number or passes, according to the worth of his hand, always in combination with the open Dummy.

The bidding continues *in numbers* until two Players have passed in succession. Then the final Declarer picks up the four cards which are in the middle of the table, and looks at them, taking one himself, putting one in Dummy, and giving one to each of the other two Players, who are now his

Adversaries and Partners. These four cards he chooses, of course, to the best advantage of his hand and Dummy's.

Now he makes his announcement in the suit or No-Trump declaration, on which he has previously been bidding in numbers.

These last four cards, two of which fall to the final Declarer, very often strengthen his hand materially and he may be able to change his suit or No-Trump announcement from the one on which he had previously been declaring in numbers. For instance, if he had bid up to "30," with a No-Trump declaration in mind, he may get two high Spades from the table, which with his original holdings, may make a sounder Spade declaration. He now has a perfect right to make his final announcement in Spades, but must declare "four," as he has bid up to "30" and must make that amount good in whatever he bids. This element of luck in the value of the four cards on the table, adds much to the interest of the game.

It is often clever for the Player not to bid the exact number of tricks he may have in a suit or No-Trump, in order to deceive the other Players

as to the declaration for which he is bidding. For instance, if his hand, in combination with Dummy's, is worth "Three Spades" it is wise to start the bidding with "24" to give the impression of a "Three-Heart" call. If the Second Player is strong in Hearts he will often refrain from showing them, hoping to defeat the supposedly Heart call. After the final declaration has been made and the Trump or No-Trump announced, the game proceeds as in four-handed Auction. The Dummy is placed opposite the Declarer and the two Players who become the Adversaries and Partners, should sit opposite each other. At the end of the play, however, the original positions should be resumed.

The laws of Auction govern the three-handed game with the exception of a few instances, which are given below.

The penalty for a declaration out of turn is that each of the other Players receives 50 points in his Honor score. A declaration out of turn does not affect the right of the Player whose turn it is to declare, unless both he and the other Player, either by passing or declaring, accept the improper declaration. If, after the deal has been

completed and before the conclusion of the declaration, any Player exposes a card, each of his Adversaries counts 50 points in his Honor score, and the Declarer, if he be not the offender, may call upon the Player on his left to lead or not to lead the suit of the exposed card. If a card be exposed by the Declarer after the final declaration, there is no penalty, but if exposed by an Adversary of the Declarer it is subject to the same penalty as in Auction. If a Player double out of turn, each of his Adversaries counts 100 points in his respective Honor score, and the Player whose declaration has been doubled may elect whether the double shall stand. The bidding is then resumed, but if the double shall be disallowed the declaration may not be doubled by the other Player.

The Rubber continues until two games have been won by the same Player; it may consist of two, three, or four games.

When the Declarer fulfils his contract, he scores as in Auction. When he fails to do so, both of his Adversaries score as in Auction.

Honors are scored by each Player separately, *i. e.*, each Player who holds one Honor scores the

value of a trick; each Player who holds two Honors scores twice the value of a trick; a Player who holds three Honors scores three times the value of a trick; a Player who holds four Honors scores eight times the value of a trick; and a Player who holds five Honors scores ten times the value of a trick. In a No-Trump declaration each Ace counts 10, and four held by one Player count 100. The Declarer counts separately both his own Honors and those held by the Dummy.

A Player scores 125 points for winning a game, a further 125 points for winning a second game, and 250 points for winning a Rubber.

At the end of the Rubber all scores of each Player are added and his total obtained. Each one wins from or loses to each other the difference between their respective totals. A Player may win from both the others, lose to one and win the other, or lose to both.

## THE LAWS OF DUPLICATE AUCTION

Duplicate Auction is governed by the laws of Auction, except in so far as they are modified by the following special laws:

A. *Scoring.* In Duplicate Auction there are neither games nor Rubbers. Each deal is scored just as in Auction, with the addition that whenever a pair makes 30 or more for tricks as the score of one deal, it adds as a premium 125 points in its Honor column.

B. *Irregularities in the Hands.* If a Player have either more or less than his correct number of cards, the course to be pursued is determined by the time of the discovery of the irregularity.

- (1) When the irregularity is discovered before or during the original play: There must be a new deal.
- (2) When the irregularity is discovered at the time the cards are taken up for overplay and before such overplay has begun: It must be

sent back to the table from which it came, and the error be there rectified.

- (3) When the irregularity is not discovered until after the overplay has begun: In two-table duplicate there must be a new deal; but in a game in which the same deals are played at more than two tables, the hands must be rectified as is provided above and then passed to the next table without overplay at the table at which the error was discovered; in which case, if a Player have less than thirteen cards and his Adversary the corresponding surplus, each pair takes the average score for that deal; if, however, his Partner have the corresponding surplus, his pair is given the lowest score and his Opponents the highest score made at any table for that deal.

**C. *Playing the Cards.*** Each Player, when it is his turn to play, must place his card, face upward, before him and toward the centre of the table. He must allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downward, nearer to himself; if he or his Partner have won the trick, the card should point toward his Partner and himself; otherwise it should point toward the Adversaries.

The Declarer may either play Dummy's cards or may call them by name whenever it is Dummy's turn to play and have Dummy play them for him.

A trick is turned and quitted when all four Players have turned and ceased to touch their respective cards.

The cards must be left in the order in which they were played until the scores of the deal have been recorded.

D. *The Revoke*. A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal agreed upon and recorded, but not thereafter.

E. *Error in Score*. A proven error in the trick or Honor score may be corrected at any time before the final score of the contestants for the deal or deals played before changing Opponents has been made up and agreed upon.

F. *A New Deal*. A new deal is not allowed for any reason, except as provided in Laws of Auction 27 and 28. A declaration (other than passing) out of turn must stand; \* as a penalty, the

\* This includes a double or re-double out of turn. See Law 34e.

Adversaries score 50 Honor points in their Honor column and the Partner of the offending Player cannot thereafter participate in the bidding of that deal.

The penalty for the offense mentioned in Law 54i is 50 points in the adverse Honor score.

G. *Team Matches.* A match consists of any agreed number of deals, each of which is played once at each table.

The contesting teams must be of equal size, but each may consist of any agreed number of pairs (not less than two). One half of each team, or as near thereto as possible, sits north and south; the other half east and west.

In case the teams are composed of an odd number of pairs, each team, in making up its total score, adds, as though won by it, the average score of all pairs seated in the positions opposite to its odd pair.

In making up averages, fractions are disregarded and the nearest whole numbers taken, unless it be necessary to take the fraction into account to avoid a tie, in which case the match is won "by the fraction of a point." The team making the higher score wins the match.

H. *Pair Contests.* The score of a pair is compared only with other pairs who have played the same hands. A pair obtains a plus score for the contest when its net total is more than the average; a minus score for the contest when its net total is less than the average.

# THE LAWS OF AUCTION

Approved and Adopted by the Whist Club of New York  
September 1st, 1920

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## PREFACE

Auction was played in the United States before any Code of Laws was drafted for the game. Some of the English Clubs had altered the Laws of Bridge to meet the more obvious requirements of the new game; but, as the Laws of Bridge were merely the Whist Code revised, the so-called Laws of Auction were nothing more than the English Laws of Whist twice altered with as little labor as possible to fit another game. This was only natural in view of the sudden transfer of popular allegiance, first from Whist to Bridge, and next from Bridge to Auction.

When the game obtained a firm foothold in this country, The Whist Club drafted a code which covered a number of subjects not mentioned in the English revision of the Bridge Laws, but which followed its general form.

After that, every year or two, The Whist Club issued a revision of its Code. Each was a material improvement upon its predecessor, but there was so much to be done in the line of re-

making the game that less attention was paid to the order and wording of the Laws than otherwise would have been the case.

After many experiments, a system of count was adopted in the Code of 1915 which seemed to thoroughly meet the popular demand. The desire for more changes in the game suddenly ceased, and the mail of the Card Committee of The Whist Club no longer brought hundreds of proposed alterations.

In January, 1917, The Whist Club issued a code which did not materially alter the provisions of the Code of 1915, but in which the Committee for the first time seriously attempted to clarify some laws whose wording, due possibly to repeated amendment and alteration, seemed obscure.

Even now there does not seem to be a desire for anything in the nature of drastic revision, but certain writers, with more or less justification, have criticised the arrangement of the present laws and characterized as ambiguous the wording of some of them. The general public has apparently been satisfied with the character of the game, but has complained that the average

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player has difficulty in finding the law applicable to a case arising during the play.

It has seemed advisable, therefore, to entirely redraft the laws and prepare, for the first time, a Code written for the game of Auction. The changes of substance are not many nor, with one or two exceptions, of great importance, but there has been an earnest effort to make the wording as clear as possible and the arrangement such as to simplify the finding of any law which may be desired. This, with complete indexing, it is believed will meet the objections against the wording and form of the present code.

### **Changes in the Laws**

The change made by the Code of 1920 which will surely attract the most attention is the reduction of the revoke penalty from 100 points to 50, or from 3 tricks to 2, as the case may be.

This may work unfairly in the isolated instance in which the revoke benefits its maker, but as in about ninety-nine cases out of one hundred the revoke does not do this, the new penalty more nearly fits the offense in the vast majority of cases.

In reducing this penalty, the possibility of an intentional revoke is not even contemplated; the laws do not provide a penalty for any form of crooked play. They are not drafted with the idea of defeating the tactics of the card sharp. The character of the game makes this impossible, as the bidding offers a most fertile field for the clever crook to give his partner invaluable information. "One Spade" and "a Spade" could be given different meanings and other forms of expression could be used to convey unfair information.

Should a player intentionally revoke or practise other unfair methods, ostracism will be more effective than any penalty the Laws could prescribe.

The question of who wins the rubber when the side that wins two games has the lower score, has for years been a subject of Auction controversy. Originally the winner of two games was held to be the winner in the rubber, no matter how many points the other side might be in the lead. This created the expression "winning a losing rubber." In 1915 this was changed, but the alteration met with opposition in certain

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quarters and The Whist Club in 1917 returned to the old order of things. Now the folly of attempting to legislate an actual loss into a theoretical victory is realized and, the original change made by The Whist Club being approved, it is reinstated so that once again the rubber-winners will be the partners who come out ahead, regardless of which side happens to capture two games.

The proposal that the penalty for a defeated contract be increased with the idea of curbing reckless bidding received due consideration but met with little favor, as free bidding is one of the most attractive features of the game.

"Contract Auction," which provides that a player be permitted to score in his trick-score only the amount of his bid, the excess, if any, to be entered in his honor-score, was considered at the time of the adoption of the 1917 Code. This year it was again proposed and was again rejected for the same reasons that influenced the Committee three years ago. Auction, as it stands, gives the expert sufficient advantage; "Contract Auction" would almost legislate the poor bidder out of the game. Like the Null, it might make

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Auction more attractive for the few, but must do so at the expense of the many.

The Committee, in presenting the Code of 1920, feels it should urge the Auction-playing public to rigidly observe all laws and enforce all penalties.

It is obvious there must be penalties; to enforce some, and to disregard others creates misunderstandings and hard feelings. Players are all very ready to claim the extremely severe penalty for a revoke, which is always a careless and in most cases a harmless offense, and yet many hesitate to enforce the penalty allowed for looking at a trick that has been quitted. The latter offense gives the offender improper information by unfair means, and the penalty imposed for it is far from being too severe.

The picking up and examining of cards during the deal, while by no means so serious an offense as looking at a quitted trick, is a most annoying habit and is apt to result in exposed cards and other unfortunate occurrences.

Touching one card in Dummy and then playing another is an annoyance too often condoned.

The Auction players of the country are there-

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fore urged to observe the provisions of all laws, and to exact all penalties, it being especially desirable that the penalties provided in Laws 26 (*d*), 53 and 61 (*e*) be rigidly enforced.



# THE LAWS OF AUCTION

## How Played

1. The game of Auction is played by four players, two against two playing as partners. Two partners constitute a side.

## Cards

2. Two packs<sup>1</sup> of cards having different backs are used. A correct pack contains four suits of thirteen cards each; one card of each denomination to a suit. A pack becomes imperfect when one or more cards are torn, soiled or otherwise so marked that they may be identified from their backs.

## Rank of Cards

3. In the play, Ace is high, then King, Queen, Jack, Ten, etc.; Deuce being lowest. In drawing cards, Ace is low, then Deuce, Trey, etc.; King being highest.

<sup>1</sup> The game may be played with one pack, legal provisions requiring two packs being suspended by consent.

### Rank of Suits

4. In the declaration,<sup>1</sup> Spades are high, Hearts next, Diamonds next and Clubs lowest. In drawing cards, as between cards of equal denomination, Spades are low, Hearts next, Diamonds next, and Clubs highest.

### Lead

5. The player at the left of Declarer leads<sup>2</sup> to the first trick<sup>3</sup> and thereafter the winner of each trick leads to the next.

### Trick

6. After the lead, each player in his turn to the left plays<sup>2</sup> a card. A trick consists of four cards thus played.

### Following Suit

7. A player must follow suit, *i. e.*, must play a card of the suit led if he have one. When leading, or when void of the suit led, he may play any card he holds.<sup>4</sup>

<sup>1</sup> In the declaration, No Trump ranks above any suit.

<sup>2</sup> A player leads or plays by placing one of his cards face upward near the centre of the table.

<sup>3</sup> The first lead of a hand, when legally made, is called the initial lead.

<sup>4</sup> To "refuse" is to fail to follow suit. To "renounce" (Law 55) is to refuse when able to follow suit. See Law 56 for "revoke."

### Winning the Trick

8. A trick is won for his side by the player who, (a) if the trick does not contain a trump,<sup>1</sup> plays the highest card of the suit led; or who (b) plays the highest trump, if the trick contain one or more trumps. A trick once turned and quitted<sup>2</sup> may not be looked at<sup>3</sup> until the end of the hand.

### Odd Tricks

9. Odd tricks are those won by Declarer in excess of six tricks. If Declarer fulfil his contract, his side counts the value of all odd tricks; otherwise nothing is counted in the trick score.

### Trick Values

10. Odd tricks count in the trick score as follows:

|               |                     |           |
|---------------|---------------------|-----------|
| With Clubs    | trumps, each counts | 6 points. |
| With Diamonds | " " "               | 7 "       |
| With Hearts   | " " "               | 8 "       |
| With Spades   | " " "               | 9 "       |
| With No Trump | " "                 | 10 "      |

<sup>1</sup> As a result of the bidding (Law 30), the hand may be played without a trump (i. e., "No Trump") or with one of the four suits as the trump. Any trump is a winner as against any card of a plain (non-trump) suit.

<sup>2</sup> Footnote to Law 56 (a) defines "quitted."

<sup>3</sup> Law 61 (c) prescribes penalty.

Doubling doubles the above values; redoubling multiplies them by four.

### Hand

11. A hand<sup>1</sup> begins with the cut<sup>2</sup> and ends when the last card is played to the thirteenth trick.

### Game

12. A game is won when one side has a trick score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out<sup>3</sup> whether or not during it the game be won.

### Rubber

13. (a) A rubber begins with drawing for partners (Law 22) or cutting out (Law 23) and is completed when one side has won two games. The side which has won two games adds a bonus of 250 points to its honor-score. The side hav-

<sup>1</sup> "Hand" is also used to mean the cards held by a player. When so used the sense is obvious. Also used to designate players, as in "second hand," "third hand," etc.

<sup>2</sup> See Law 25.

<sup>3</sup> All points won are counted whether or not they are needed to make game.

ing the greater number of total points<sup>1</sup> wins the rubber.<sup>2</sup>

(b) When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that hour, the score is made up as it stands, 125 being added to the honor-score of the winners of a game. A hand if started must be played out.

(c) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after such agreement, a player leave before the appointed hour without appointing an acceptable substitute (Law, 21-a); the opponents have the right to consult and decide whether the score be cancelled or counted as in (b).

### Honors

14. The Ace, King, Queen, Jack and Ten of the trump suit are the honors unless the declaration be No Trump, in which case the four Aces are the honors. Honors count in the honor-score of the side which received them in the deal.

<sup>1</sup> See Law 17.

<sup>2</sup> Thus a side may win two games and still lose the rubber.

### Honor Values

15. Honor values are based on trick values (Law 10). They are not increased by doubling (Law 35) or redoubling (Law 36).

#### WHEN THERE IS A TRUMP:

- 3 honors<sup>1</sup> between partners have value of 2 tricks.
- 4 honors between partners have value of 4 tricks.
- 4 honors held by one partner have value of 8 tricks.
- 5 honors, held 3 by one and 2 by other partner, have value of 5 tricks.
- 5 honors, held 4 by one and 1 by other partner, have value of 9 tricks.
- 5 honors held by one partner have value of 10 tricks.

#### WHEN THERE IS NO TRUMP:

- 3 aces held between partners count 30 points.
- 4 " " " " " 40 "
- 4 " held by one partner count 100 "

### Slams

16. A side winning all thirteen tricks<sup>2</sup> scores 100 points for Slam.<sup>3</sup> A side winning twelve

<sup>1</sup> "Simple honors" means 3 honors.

<sup>2</sup> Without counting tricks received as penalty for a revoke.

<sup>3</sup> Also called Grand Slam.

tricks<sup>1</sup> scores 50 points for Little Slam.<sup>1</sup> Slam points are added to the honor-score.<sup>2</sup>

### Scoring

17. Each side has a trick-score, which includes only points won by odd tricks; and an honor-score for all other points, including bonuses for honors, penalties, slams, and undertricks.

At the end of the rubber, the total points of a side are obtained by adding together its trick-score and honor-score.<sup>3</sup> Subtracting the smaller total from the greater, gives the net points by which the rubber is won and lost.<sup>4</sup>

A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

A proved error in the trick-score may be corrected at any time before the next declaration begins (Law 29) or, if the error occur in the final hand of the rubber, before the score has been made up and agreed upon.

<sup>1</sup> When Declarer's contract is seven and he wins six odd, he counts 50 for Little Slam although his contract fail.

<sup>2</sup> Slam or Little Slam may be scored by either side.

<sup>3</sup> The 250 points bonus for winning two games (Law 13-a) is included.

<sup>4</sup> Law 13 (a) explains who wins a rubber.

### Forming Tables

18. A table consists of four, five, or six members, of whom four are players. A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played but are not members of an existing table rank next. Candidates of equal standing decide priority by drawing<sup>1</sup> cards. Low wins.

### Entry

19. Before the beginning of a rubber<sup>2</sup> a candidate may enter any incomplete table by announcing his desire to do so and such announcements in the order made entitle candidates to places as vacancies occur. In case there are more candidates than there are vacancies, the provisions of Law 18 apply.

### Members Leaving Table

20. If a member leave a table, he forfeits all his rights at said table unless he leave to make

<sup>1</sup> Method of drawing is described in Law 22.

<sup>2</sup> Law 13 (a) stipulates that the rubber begins when any player draws either for partners or cutting out.

up a table which cannot be formed without him and, when leaving, announce his intention of returning when his place at the new table can be filled. In such case, if he return, he has prior rights over any who have joined the table in his absence and may displace one of them.- When a member<sup>1</sup> leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table.

### **Players Leaving Tables**

21. (a) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence; such appointment becomes void upon return of said player or upon conclusion of the rubber. In any case, the substitute when released regains all his previous rights.

(b) A player who withdraws from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (a) fails to return before the end of the rubber, thus break-

<sup>1</sup> Should two members make up a new table, both rank ahead of the others.

ing up the table; cannot claim entry elsewhere as against the other three players from that table.

### **Drawing for Partners and Deal**

22. A table having been formed, the members draw<sup>1</sup> cards. He who draws lowest becomes the dealer of the first deal and has choice of packs and seats.<sup>2</sup> He who draws second lowest is Dealer's partner and sits opposite him. The third lowest has choice of the two remaining seats; fourth lowest takes the remaining one. The members, if any, who draw higher than fourth lowest, remain members of the table but do not play in the current rubber.

In all cases when drawing cards, should any one show two or more cards, he must draw again.

A player having made choice of packs or seats must abide by his decision.

### **Cutting Out**

23. If at the end of a rubber a table consist of five or six members, the players who have

<sup>1</sup> One pack is spread face downward on the table and each member draws one card. All draw from the same pack.

<sup>2</sup> A player may consult his partner before choosing.

played the greatest number of consecutive rubbers are the first to lose their places as players (but do not lose their standing as members). The draw (Law 22) decides between claimants of equal standing; low wins.

### The Shuffle

24. After drawing for partners, second hand <sup>1</sup> shuffles the pack which Dealer has chosen (Law 22) and third hand <sup>2</sup> shuffles the still pack.<sup>3</sup> Thereafter, at the beginning of each deal, third hand shuffles the still pack.<sup>4</sup> After being shuffled, the still pack is placed between second and third hands where it remains until the next deal.

During the shuffle, the pack must not be held below the table nor so that the face of any card may be seen.

Dealer has the right to shuffle last, but must not shuffle after the cut except as in 25 (b).

The deal must not proceed until the pack has been shuffled as herein provided.

<sup>1</sup> The player on Dealer's left.

<sup>2</sup> Third hand is Dealer's partner.

<sup>3</sup> The "still pack" is the one not being dealt, or used in the play of the hand.

<sup>4</sup> A player may not cut or shuffle for partner if either opponent object.

### **The Cut**

25. (a) Dealer, immediately before the deal, places the pack before his right hand opponent who lifts off the top portion and places it beside the bottom portion, preferably toward Dealer who then places the bottom portion on top. This constitutes the cut.<sup>1</sup>

(b) If the cut leave fewer than four cards in the top or bottom portion; or if during it any card be faced or displaced; or there be any doubt as to where the pack was divided; or any player shuffle after the cut; there must be a new shuffle and a new cut.<sup>1</sup>

### **The Deal**

26. (a) The deal begins after the cut and ends when the last card has been placed in proper order in front of Dealer.

(b) After the first deal, players deal in turn to the left. A player may not deal for his partner if either opponent object.

(c) Dealer gives the first card to the player on his left and so on until all fifty-two cards are dealt, the last one to Dealer.

<sup>1</sup> A player may not cut or shuffle for partner if either opponent object.

(d) A player may not look at any of his cards during the deal. Penalty, 25 points in the adverse honor-score.

### **New Deal (Compulsory)**

27. There must be a new deal:<sup>1</sup>

(a) If the cards be not dealt into four distinct packets in accordance with Law 26 (c).

(b) If, during the deal, any card be found faced in the pack or be exposed on, above or below the table.

(c) If it be discovered during the hand that more than thirteen cards were dealt to any player.

(d) If, during the hand, one player hold more than the proper number of cards and another less.

(e) If, during the hand, the pack be proved incorrect (Law 2). The pack is not incorrect on account of a missing card or cards if it or they be found in the still pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards

<sup>1</sup> Always by the same dealer, and with the same pack except (e) when a missing card is not found. See Law 62 regarding new cards.

were part of the pack during the deal. Any player may search anywhere for missing cards, including the still pack and the quitted tricks (face downward). See also Law 56 (e).

### **New Deal (Optional)<sup>1</sup>**

28. During the deal any player who has not looked at any of his cards may demand a new deal.<sup>2</sup>

(f) If the deal be out of turn.

(g) If the pack be imperfect (Law 2).

A new deal may be demanded by either of Dealer's opponents<sup>3</sup> who has not looked at any of his cards:

(b) If Dealer omit the cut.

(i) If Dealer deal with wrong pack.

If any player, after looking at a card, make a claim under this law; or, if no claim be made; the deal stands as regular, and the player to the left deals next. In case of a deal with the wrong pack (i), the next dealer may choose either pack for the remainder of the rubber.

<sup>1</sup> A new deal may also be demanded under Laws 37 (d), 37 (e) and 54 (i).

<sup>2</sup> By the same dealer except as in (f), and with the same pack except as in (g) and (i).

<sup>3</sup> "Opponent" is always used in the general sense;

"Adversary" is always an opponent of Declarer.

### The Declaration

29. The declaration<sup>1</sup> begins when the deal ends and ends when all four players pass<sup>2</sup> (Law 38) their first opportunity to declare<sup>3</sup> or, after a bid, (Law 30) when three players in succession have legally passed. The first legal act of the declaration is a bid or pass by the dealer. Thereafter each player in his turn to the left must pass, bid if no bid has been made previously, make a higher bid<sup>4</sup> if a bid has been made previously, double the last bid made by an opponent or redouble an opponent's double provided no bid has intervened.

### Bid Defined

30. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump; thereby offering to contract that with such suit as trump or with No Trump, the bidder will win at least the specified number of odd tricks.

<sup>1</sup> Declaration also means either bid, double, pass, or redouble.

<sup>2</sup> The player next in turn then deals with his own pack.

<sup>3</sup> To declare means to bid, double, pass or redouble.

<sup>4</sup> Law 31 defines "higher bid."

### Higher Bid Defined

31. To make a "higher bid" a player must (a) name a greater number<sup>1</sup> of odd tricks in a suit or No Trump than the number named in the last previous bid, or (b) name at least an equal number of odd tricks in a suit of higher rank (Law 4) than the suit named in the previous bid.

### Insufficient Bid

32. A bid following any previous bid is "insufficient" if it is not "higher" according to Law 31.

*When an insufficient bid is made:*

(a) The insufficient bidder, if he do so before an opponent has declared or called attention to the insufficiency, may make the bid sufficient by changing the number of odd tricks named, in which case the declaration proceeds as if the bid had been sufficient.

(b) When either opponent calls attention to an insufficient bid before it is changed, the insufficient bidder must make his bid sufficient by increasing the number<sup>2</sup> of odd tricks named;

<sup>1</sup> Seven is the greatest number that may be named.

<sup>2</sup> Not exceeding seven.

and if the player on the left of the insufficient bidder then pass, the partner of the insufficient bidder must pass and may not re-enter the declaration unless an opponent subsequently bid or double.

(c) If neither opponent call attention to the insufficiency and the player on the left of the insufficient bidder either bid, double or pass, the previous insufficiency is waived.

(d) Either opponent, after the bid has been made sufficient as provided in (b), may in turn make a higher<sup>1</sup> bid, in which case the declaration proceeds as if no bid had been insufficient.

### **Bid Out of Turn Defined**

33. A bid is out of turn,<sup>2</sup> not an illegitimate bid, (Law 41):

(a) If, before Dealer declares, a bid be made by any other player.

(b) If, after Dealer declares, any player bid otherwise than in his turn:

<sup>1</sup> *I. e.*, Higher than the bid after it has been made sufficient.

<sup>2</sup> When a bid is out of turn and also insufficient (Law 32), either opponent may elect to apply either Law 32 (b) or Law 34 (e).

### **Bid Out of Turn Penalized**

34. After a bid out of turn:

(a) Either opponent of the offender may cancel it. The proper player then proceeds with the declaration,<sup>1</sup> the out-of-turn bid being ignored, but the partner of the out-of-turn bidder must thereafter pass whenever his turn comes.<sup>2</sup>

(b) When the player on the left of the out-of-turn bidder declares before the improper bid is cancelled, the out-of-turn bid is thereby accepted as if made in turn and there is no penalty.

(c) When the player on the right of the out-of-turn bidder is the proper declarer and declares<sup>3</sup> without otherwise cancelling the improper bid, such act cancels the out-of-turn bid and (a) applies.

### **Double Defined**

35. When, during the declaration and in proper turn, a player doubles, it doubles the trick value (Law 10) of the last previous bid. Doubling does not change bidding values (Laws 4 and

<sup>1</sup> The "proper player" must pass if he is the partner of the player in error.

<sup>2</sup> The offending player, as he has not received improper information, may subsequently declare in turn.

<sup>3</sup> When he doubles, it is a double of the last legal bid.

31), nor the values of honors (Law 15), Slam or Little Slam (Law 16).

### **Redouble Defined**

36. When, during the declaration, and in proper turn, a player redoubles, it doubles the double (Law 35); that is, it multiplies the original trick value (Law 10) by four. A redouble, like a double, affects only trick values (Law 35).

### **Improper Doubles and Redoubles**

37. The penalties for improper doubles or redoubles follow:

(a) A double or redouble before a bid has been made is void.

(b) A double or redouble after the declaration ends: Law 41 (a) prescribes the penalty.

(c) A double or redouble made when it is the turn of the right hand opponent to declare is subject to the same penalty as a bid out of turn (Law 34-a) unless the partner of the offender has passed the bid involved, in which case the double or redouble is void and there is no penalty.

(d) A double or redouble when it is partner's turn to declare may be accepted by the opponents, after consultation, as if it had been in turn; or they may demand a new deal; or call the bid that was doubled final and elect whether the double or redouble stand. Any of these penalties may be exacted even though the partner of the offender call attention to the error; but, if the player to the left of the offender declare, he thereby accepts the out-of-turn double or redouble.

(e) A double of a double is a redouble; a redouble when there has been no double is a double; a redouble of a redouble is void and is penalized by a new deal or 100 points in the adverse honor-score. Doubling a partner's bid or redoubling a partner's double is penalized by 50 points in the adverse honor-score. Either opponent may exact any of these penalties.

### **Pass Defined**

38. When, during the declaration and in proper turn, a player passes; the turn to declare is thereby passed to the next player to the left.

**Pass Out of Turn Defined**

39. A pass is out of turn:
- (a) If made before Dealer declares;
  - (b) If made (after Dealer declares) by any player except in turn.

**Pass Out of Turn Penalized**

40. After a pass out of turn:
- (a) If the opponent at the left of the offending player declare<sup>1</sup> before attention is called to the error, the pass is accepted as regular.
  - (b) If an opponent call attention to the error, the pass is void and the player whose turn it was, when the error was made, resumes the declaration; but the offending player may not thereafter bid, double or redouble unless the declaration he passed be over-bid, doubled or redoubled.

**Illegitimate Declarations**

41. (a) A bid, double or redouble made after the declaration is ended is not penalized if made by Declarer or his partner. But should the error be committed by an adversary, Declarer may

<sup>1</sup> See footnote to Law 29, which provides that a pass is a declaration.

call a lead from the partner of the offending player the first time it is the turn of said partner to lead.

(b) When a player who has been debarred from bidding or doubling, either bids, doubles or redoubles, either opponent may decide whether or not such bid, double or redouble stand; and, in either case, both the offending player and his partner must thereafter pass.

(c) A pass after the declaration is ended is void.

### **Declaring and Changing**

42. If a player pass, bid, double, or redouble, and then attempt to change<sup>1</sup> to some other form of declaration or attempt to change the size of a sufficient bid, such attempted change may be penalized as a bid out of turn.<sup>2</sup>

### **Repeated Errors**

43. When any player commits an error for which a penalty is provided in Laws 32, 34, 37,

<sup>1</sup> A player who inadvertently says "No Bid," meaning to say "No Trump" (or *vice versa*); or who inadvertently says "Spade," "Heart," "Diamond" or "Club," meaning to name another of these, may correct his mistake, provided the next player has not declared. "Inadvertently" refers to a slip of the tongue, not a change of mind.

<sup>2</sup> Unless it be an attempt to change the third or fourth consecutive pass which closes the declaration (Law 29).

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40, 41, or 42 at a time when an error has previously been committed under those laws, for which the penalty has not already been fully paid:

(a) If the previous error was committed by the other side, the penalty for it (or as much as remains unpaid) is cancelled and the side newly in error is liable for the penalty provided for the new offense;

(b) If the previous error was committed by the same side, the opponents, after consultation, may elect which error to penalize.

### **Cards Exposed During Declaration**

44. If, during the declaration,<sup>1</sup> any player lead or expose<sup>2</sup> a card, such card must be left face upward on the table and the partner of the player in error must thereafter pass whenever it is his turn to declare.

If the player in error later become Declarer or Dummy, the card in question is no longer exposed; otherwise it remains an exposed card until played.

If the player on the left of the player in error

<sup>1</sup> Law 29 specifies when the declaration begins and ends.

<sup>2</sup> Law 51 defines exposed cards.

later become Declarer he may, on the first trick, forbid a lead of the suit of the exposed card.<sup>1</sup>

### Contract and Declarer

45. With the completion of the declaration, the side which has made the highest bid assumes a contract to win at least the number of odd tricks<sup>2</sup> named in said bid: the partner of that side who first named the suit or No Trump specified in said bid is Declarer.

For every trick Declarer falls short of his contract, the adversaries score 50 points in their honor-score for undertricks. All tricks won by adversaries beyond their "book" are undertricks. The adversaries' book is the number of the bid subtracted from seven. Declarer's book is his first six tricks. In case of a double, the undertricks count 100 each; in case of redouble they count 200 each.

When there is a double and Declarer fulfils his contract, he counts in his honor-score a bonus of 50 points; and a further bonus of 50 points

<sup>1</sup> When two or more cards are exposed, all are subject to the provisions of Law 44, but the Declarer may not forbid the lead of more than three suits.

<sup>2</sup> Law 9 provides that Declarer whose contract fails, scores nothing for tricks.

for each trick, if any, that he wins beyond the number called for by the contract. When there is a redouble, these bonuses are 100 points each instead of 50.<sup>1</sup>

### **The Play**

46. After the declaration, the play proceeds according to Law 5. Until the initial lead has been legally made, Declarer's partner is not subject to any of the limitations<sup>2</sup> imposed upon Dummy.

### **Dummy**

47. As soon as the initial lead is legally made, Declarer's partner places his cards face upward on the table and becomes Dummy.<sup>3</sup> Declarer plays Dummy's cards as well as his own. Dummy takes no part in the play and has no rights except as provided in Laws 48 and 49.

### **Dummy's Rights (Unconditional)**

48. Dummy always has the right:

(a) To call attention to the fact that too many or too few cards have been played to a trick,

<sup>1</sup> These bonuses are in addition to the increased trick score. See Law 10.

<sup>2</sup> Except consultation as to the penalty provided in Law 54 (a).

<sup>3</sup> "Dummy" is sometimes used in the obvious sense of dummy's cards.

(b) To call attention to the fact that the wrong side has gathered in a trick,

(c) To ask Declarer whether he have any of a suit he has refused,<sup>1</sup>

(d) To correct an error in the score,

(e) To participate in the discussion of any disputed question of fact after it has arisen between Declarer and an adversary,

(f) To correct an improper claim of either adversary,

(g) To assist Declarer as allowed by Law 54 (j).

### **Dummy's Rights (Conditional)**

49. If Dummy have not intentionally looked at a card held by any player, he has the following additional rights:

(b) To claim an adverse revoke,

(i) To call attention to an adverse lead out of turn,

(j) To call attention to a card exposed by an adversary,

(k) To call Declarer's attention to any right he may have under the laws,

(l) To suggest playing out the hand when

<sup>1</sup> "Refuse" is defined in footnote to Law 7.

Declarer would concede any of the remaining tricks (Law 59-*b*).

### **Dummy Penalized**

50. (*m*) Should Dummy call attention to any matter involving a right of Declarer or a penalty incurred by the adversaries, said matter not being covered by Law 48, paragraphs (*a*) to (*g*); or should he, after having intentionally looked at a card held by any player, seek to exercise any of the rights mentioned in Law 49, paragraphs (*b*) to (*l*), then such right or penalty is cancelled and may not be exercised or exacted.

(*n*) Should Dummy, by touching a card or otherwise, suggest a play by Declarer, either adversary may require Declarer to make such play (if legal) or to refrain from making it.

(*o*) Should Dummy warn Declarer that he is about to lead from the wrong hand, either adversary may designate the hand from which Declarer shall lead.

### **Exposed Cards**

51. The following are "exposed" cards:

(*a*) Two or more cards led or played simultaneously (all are exposed);

(b) A card dropped face upward on the table, even if snatched up so quickly that it cannot be named;<sup>1</sup>

(c) A card dropped elsewhere than on the table if the partner sees its face;<sup>2</sup>

(d) A card so held by a player that his partner sees any portion of its face;<sup>3</sup>

(e) A card mentioned by either adversary as being in his own or his partner's hand;

(f) If an adversary who has legally played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed;

(g) A card designated by any Law as "exposed."

### Calling Exposed Cards

52. After a card has been "exposed" as defined in Law 51, it must be left face upward on the table and Declarer may "call" it (*i. e.*, require its owner to lead or play it)<sup>3</sup> at any time when it is the owner's turn to lead or play, except when

<sup>1</sup> If an adversary throw his cards face upward on the table, they are exposed (except as in 59a) and liable to be called; but if the other adversary retain his hand, he cannot be forced to expose it.

<sup>2</sup> The fact that an opponent sees it, does not make it an exposed card.

<sup>3</sup> Declarer and Dummy are not liable (Law 53).

the playing of the "called" card would cause the holder to renounce.

Declarer may call an exposed card any number of times until it may be legally played, but the owner may play it even if not called.

### **Play of Declarer and Dummy**

53. A card from Declarer's hand is not played or led until quitted.<sup>1</sup> If Declarer name or touch a card in Dummy he must play it.<sup>2</sup> If he touch two or more cards simultaneously, he may play either.

Declarer and Dummy are not liable to the call of exposed cards.<sup>3</sup>

### **Leads Out of Turn and Cards Played in Error**

54. (a) After the declaration and before a legal initial lead, should the partner of the proper leader lead or expose a card, Declarer may either call a lead<sup>4</sup> from the proper leader or treat the card<sup>5</sup> as exposed. Declarer's partner may call

<sup>1</sup> A card is "quitted" when the player no longer touches it.

<sup>2</sup> Unless Declarer say "I arrange," or words to that effect; or unless his touching the card is obviously for the purpose of uncovering a partly hidden one or to enable him to get at the card he wishes to play.

<sup>3</sup> But see Law 54 (a).

<sup>4</sup> If the player called on to lead a suit have none of it the penalty is paid.  
<sup>5</sup> Or cards.

Declarer's attention to the offense but, should they consult regarding the penalty, it is cancelled. Should Declarer's partner spread any part of his hand before Declarer selects the penalty, Declarer may not call a lead.

(b) Should an adversary who has played a card which, as against Declarer and Dummy, is a winner, lead another or several such winning cards without waiting for his partner to play; Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(c) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(d) Should Declarer lead out of turn either from his own hand or Dummy, either adversary may direct that the error be rectified, but Declarer may not rectify it unless so directed.

(e) After a lead by Declarer or Dummy, should fourth hand play before second hand, Declarer may require second hand to play his highest or lowest card of the suit led, or to win or lose the trick.<sup>1</sup> If second hand have none of the suit led,

<sup>1</sup> Except as provided in (f).

Declarer may call his highest of any designated suit. If second hand hold none of the suit called, the penalty is paid.

(f) Should Declarer lead from his own or Dummy's hand and then play from the other hand before second hand plays, fourth hand may play before second hand without penalty.

(g) Should any player (including Dummy) lead out of turn and next hand<sup>1</sup> play without claiming the penalty, the lead stands as regular.

(h) If an adversary lead out of turn, Declarer may call a lead as soon as it is the turn of either adversary to lead or may treat the card so led as exposed.

(i) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick but does not constitute a revoke therein.

(j) Whenever it is suspected that any of the

<sup>1</sup> Declarer accepts wrong lead if he play next either from his own or Dummy's hand.

quitted tricks contains more than four cards, any player (including Dummy) may count them face downward. If any be found to contain a surplus card and any player be short, either opponent may face the trick, select the surplus card and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for revoke as provided in Law 56 (e).

### Renounce

55. When a player, having one or more cards of the suit led, plays a card of a different suit; his act constitutes a renounce.<sup>1</sup>

### Revoke Definitions

56. A renounce (Law 55) becomes a revoke and subject to penalty (Law 57):

(a) When the trick in which it occurs is turned and quitted<sup>2</sup> by the rightful winners, except as provided in Law 58 (c).

(b) When the renouncing player or his part-

<sup>1</sup> See also "refuse," Law 7, footnote.

<sup>2</sup> A trick is "quitted" when it is turned and the player no longer touches it.

ner, whether in turn or otherwise, leads or plays to the following trick.

(c) When one side having claimed a revoke either opponent mixes the cards before the claimant has had reasonable opportunity to examine them.

(d) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so, he incurs the revoke penalty.

(e) If at any time a player be found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found (see also Laws 27-*e* and 54-*f*), belong to the player<sup>1</sup> who is short and, unless he be Dummy, he is answerable for any revoke or revokes as if the missing card or cards had been in his hand continuously.

### Revoke Penalty

57. The penalty for each revoke is:

(a) When Declarer revokes, he cannot score

<sup>1</sup>The fact that such player made no claim of irregularity at the time of the deal is conclusive, in the absence of evidence to the contrary, that the missing cards were dealt to him.

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for tricks and his adversaries, in addition to any bonus for undertricks,¹ add 50 points to their honor-score for each revoke.

(b) When either adversary revokes, Declarer for the first revoke may either score 50 points in his honor-score or take two tricks² from his adversaries and add them to his own.³ Such tricks may assist Declarer to make good his contract, but shall not entitle him to any further bonus⁴ in the honor-score by reason of the bid having been doubled or redoubled; nor to a Slam or Little Slam not otherwise obtained. For each revoke after the first, Declarer adds 50 points to his honor-score.

(c) The value of honors as held is the only score that can be made by a revoking side unless both sides revoke; if one side revoke more than once, the other scores 50 for each extra revoke.

¹ The fact that Declarer revokes does not permit adversaries to score for undertricks, provided Declarer has won (even with the help of the revoke) at least the number of tricks called for by his contract.

² The value of the two tricks—undoubled, doubled or redoubled as the case may be—is counted in the trick score.

³ Dummy may advise Declarer which penalty to exact.

⁴ They may enable him to win a game and, if that game end the rubber, give him the 250 points bonus.

Revoke Avoided

58. A renounce (Law 55) may be corrected and the revoke (Law 57) avoided, under the following circumstances:

(a) If made by Dummy, the renounce may be corrected before the trick is turned and quitted. After the trick has been turned and quitted, whether by the rightful winners or otherwise, the renounce may not be corrected. In neither case is there any penalty.

(b) A renouncing player, other than Dummy, may not correct his error (except as in *c*) after the trick is turned and quitted nor after he or his partner has led or played to the following trick. If the correction be made in time, there is no revoke penalty; but the player in error (except as in *c*) may be required to play his highest or lowest card of the suit led. Any player, who played after the renounce, may withdraw his card and substitute another.

(c) If, before the trick is turned and quitted, the partner of the renouncing player ask him whether he have any¹ of the suit refused, subsequent turning and quitting does not establish

¹ Or none.

a revoke until the renouncing player has answered in the negative, or until he or his partner has led or played to the following trick.

(d) If the renouncing player be an adversary and the renounce be corrected in time, Declarer instead of calling the highest or lowest may treat the card played in error as exposed.

(e) The highest or lowest may not be called from Declarer unless the adversary to his left have played to the trick after the renounce.

(f) Should Dummy leave the table after requesting protection from revokes,¹ Declarer cannot be penalized, following a renounce, unless an adversary in due time call the renounce to his attention.

(g) The revoke penalty cannot be claimed after the next ensuing cut (Law 25); nor, if the revoke occur during the last hand of a rubber, after the score has been agreed upon; nor if there have been a draw for any purpose in connection with the next rubber (*e. g.*, as in Law 23).

Claiming and Conceding Tricks

59. (a) If Declarer say "I have the rest," or any words indicating the remaining tricks or

¹ Sometimes called "courtesies of the table."

any number thereof are his, either adversary may require him to place his cards face upward on the table and play out the hand. Declarer cannot then take any finesse, not previously proven a winner,¹ unless he announced it when making his claim; nor may he call any cards either adversary has exposed.

(b) If Declarer concede one or more tricks, and either adversary accept the concession before Dummy lawfully demands that the hand be played out (Law 49-1), such trick or tricks belong to adversaries even though, had the hand been played out, Declarer could not have lost them.

(c) If an adversary concede a trick or tricks to Declarer, and such concession be accepted before the other adversary objects, it is binding on both adversaries.

Penalties and Consultation.

60. Laws which give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

¹ "Proven a winner" means that the adversary who plays last to the trick in which the finesse is to be taken, has previously refused that suit; the fact that a finesse in the same suit has previously won is not enough.

(a) If either partner suggest or name a penalty he is deemed to have selected it.

(b) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is cancelled.

(c) If either says (in effect), "Which of us is to select the penalty?" the penalty is cancelled.

(d) A proper penalty once selected may not be changed.

(e) If a wrong penalty be selected,¹ the selection must be corrected upon request of either opponent.

(f) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(g) A reasonable time must be allowed for the selection of a penalty, and the selection must be made within a reasonable time.

(h) If, instead of exacting a penalty at the proper time, either opponent of the side in error play or declare, no penalty may be exacted.

¹ If the "penalty" selected be something not described in the Laws, no penalty may be exacted.

Information

61. (a) During the declaration, information must be given concerning its details up to that time, but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the declaration except the contract, Declarer or either adversary (as the case may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be informed what the contract is.

(b) Any player except Dummy may, before a trick is turned and quitted, demand that the cards so far played be placed before their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(c) Either adversary, but not Dummy (Law 50-0), may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any

unauthorized reference to any incident thereof, or to the location of any card, Declarer may call the next lead when it becomes an adversary's turn.¹

(d) If before or during the declaration a player give any unauthorized information concerning his hand, his partner may be barred from subsequent participation in the declaration.

(e) The penalty for looking at quitted tricks (except where the Laws permit examination) is 25 points in the adverse honor-score for each offense.

New Cards

62. One new pack must be produced to replace an incorrect one (Law 27-e) or an imperfect one (Law 28-g). Otherwise, when new cards are demanded, two packs must be furnished and the opponents of the player demanding them have the choice, unless the demand be made at the beginning of a rubber, in which case Dealer has the choice.

Except under Laws 27 (e) and 28 (g), new cards may not be introduced during a deal. (See Law 26-a.)

¹ Any such reference by Dummy, may be similarly penalized by either adversary.

THE ETIQUETTE OF AUCTION

In the game of Auction slight intimations may convey improper information. To offend against etiquette is more serious than to offend against a law; for in the latter case the offender is subject to prescribed penalties; in the former his opponents are without redress.

1. Declarations should be made in a simple manner, thus: "one Heart," "one No Trump," "pass," "double"; they should be made without emphasis.

2. Except by his legitimate declaration, a player should not indicate by word, manner or gesture the nature of his hand, nor his approval or disapproval of a play, bid, or double.

3. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

4. An adversary should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

5. A card should not be played in such manner as to draw attention to it, nor should a player detach one card from his hand and subsequently play another.

6. A player should not purposely incur a penalty nor should he make a second revoke to conceal a first.

7. Conversation which may annoy players at the table or at other tables in the room should be avoided.

8. Dummy should not leave his seat to watch his partner play nor call attention to the score.

9. If Declarer say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and an adversary exposes his cards, Declarer should not allow any information so obtained to influence his play.

10. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

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